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CONTENTS

4 **MAGIC WORDS** Fun Bags of Mail

MOVIES

6 'Green Lantern' movie
12 Favreau scraps Iron Man
16 Real Life Super-Heroes
18 Fanboy Hitmaker

COMICS

20 David Finch's Bat-faves
24 **LAST MAN STANDING** Star Trek vs. Doctor Who!
26 **PULL LIST** Buy these comics!
28 **TRADE SHOW** Must-read collections and graphic novels
30 'Change-Bots Two' exclusive strip!
32 21st Century Fanman!
34 **ART ATTACK** Marko Djurdjevic's tools of the trade
36 **CON SPOTLIGHT** David Mack Q&A

TV

38 Q&A with John Noble from 'Fringe'
40 'All Star Superman' preview
42 'Atlas' Casting Call
44 Crowning the new king of 'Camelot'
46 The oral history of 'Spidey's Amazing Friends'

VIDEO GAMES

50 Digital Heartbreakers
52 Rick Remender on 'Bulletstorm'
54 Five hot console titles

LIFESTYLE

55 Fanboy Dating Tips from the 'Millionaire Matchmakers'
58 Ultimate Fanboy
60 Must-have merch

68 **MARKET WATCH**
74 **PRICE GUIDE LISTINGS**
80 **CLIFFHANGER** Captain America's shield

WIZARD #235

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MAGIC WORDS

Rifling through our fun bags of mail

SYMPATHY FOR THE DEVIL

I read your Devil's Advocate segments in the latest issue of Wizard *(#233) and I agree with all of them.*

"Doctor Who" was just an awesome TV show, and "Scott Pilgrim Vs. the World" rules. I think the performance of Mary Elizabeth Winstead really shined and I think that her star will continue to rise in Hollywood. Red Dead Redemption *was easily a much more fun game to play Spider-Man's overhyped video game. So keep on telling it like it is bro!!!*

BARRY DuPONT
TELL CITY, INDIANA

For the first time ever, we hope the rug doesn't match the drapes.

Our resident Devil's Advocate, Creative Director James Walker, couldn't agree more with your positive assessment of his own opinions:

"'Walking Dead' was amazing, but the incredible 'Who' Christmas special and what we've seen lined up for 2011 makes me pretty comfortable with 'Doctor Who' as show of the year. 'Scott Pilgrim' and 'Inception' are fighting it out now on home video, and while 'Inception's' mind blowing plot necessitates repeated viewings, 'Pilgrim' just makes me WANT to see it again and again. And while I'm still exploring all the extras in *Red Dead*, I can't even remember enough about *Shattered Dimensions* to recall while I got bored playing it so quickly."

EVERYONE'S A CRITIC

If you feel your letter writers are deserving of only flippant, insulting responses, why not discontinue the feature?

MIKE MERICK
COLUMBUS, OHIO

You kind of answered it in the question, Mike. It's because you deserve it. You're welcome, by the way.

Speaking of thanks, and who does and does not deserve flip answers, let's look at a little pat-on-the-back style perspective:

PRIVATE GREETINGS

Merry Christmas Wizard and best wishes for a happy new year from Iraq!

Your magazines get me by. Thanks.

SPC VAZQUEZ
FIRST PLATOON
STATIONED IN IRAQ

Nothing flip to say here. You're welcome, soldier. Knowing you're enjoying our nonsense over there really made our holiday.

THE COMIC BOOK MAGAZINE

I am very hapy to see that you've brought back the letters page. [But] please, a litle less pages devoted to video games and more on some of the comics and their companies that haven't been getting their due in the press.

Also, I was surprised that Wizard hasn't run a feature on the late, great Grank Frazetta and his career. (hint).

ERIC HUGHES
ONTARIO, OREGON

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OOPS!

In our Superheroine Bondage article "Too Hot For Comics" (*Wizard* #232) we neglected to identify Alpha Madonna model Diana Knight (right). On the same page, we also misidentified Tylene Buck as Stacy Burke. Our apologies to George Pérez and Double Trouble Productions. *www.dtwrestling.com.*

BUNNY PHOTO: DAN REILLY; SCOTT PILGRIM: UNIVERSAL

Comics content you want? Comics content you get. In this issue alone, check out David Finch's favorite Batman artists (**page 20**), David Mack talks about his past present and future (**page 36**) and over in Market Watch, we break down the holy grails of comic collecting (**page 68**)!

As for the great Frazetta, the bug is definately in our ear to cover his extensive carreer. He casts an immense shadow, and any stalling on our part is only to get it right. Stay tuned!

SANDMOVIE

With the popularity of comic/superhero movies over the past 10 years, why has DC not gone ahead with a Sandman movie?

JOHNNY N
BETHEL, CONN.

Perhaps DC is worried that with Sandman in the theater, no one will be available to work or shop at the Hot Topic stores of the world—and they just don't want the guilt of forcing an entire goth economy to collapse.

In reality... The closest it came to being made was in the '90s, when then hot screenwriter/director Roger Avary was attached. More recently, Warner Brothers Television has apparently dreamed up a way of bringing "Sandman" to the boob tube, and The Hollywood Reporter broke the news in September that the studio was circling Eric Kripke, creator of the CW's "Supernatural," to be in charge of the show.

BUNNY LETTER

Our resident drunken, hammer-swinging rabbit steals our mail—and answers it.

A lot of younger fans out there need to know that comic book based movies had bad previous incarnations on the big screen and small screen.

ROBERT JOHNSON
VIA EMAIL

Wow, Robert. Thank you. If only there was some evidence of these horrible productions out there—then we wouldn't need your email or your due dilligence to clue the youth of today into the fact that comic book movies have been made poorly in the past.

If only there was a, say, video example. Or something on DVD. Perhaps the Internet could hold some facts as to the suckitude of comic movies and TV shows in the past!

But alas, we're stuck with you and your letter. Way to go Robert. Way to go.

DRAWING BOARD

Our readers send in "art" and we show it.

BIG UPS!

We get our skirts blown up by XBox...old school

XBox Live gave us a treat this past December by making the 1992 arcade classic *X-Men* available for download and six-player online cooperative play. Our only problem is it's too short! Without the necessity of quarters, the game is easily over in under an hour. Someone should start building levels and adding more heroes and villians for a sequel, post haste!

LORD OF TH

Production Designer Grant Major gives fans a behind the scenes look at 'Green Lantern'

Movies

Coming to a big screen near you!

Favreau scraps 'Iron Man 3'...**PAGE 12**
Real Life Super-Hero Project...**PAGE 16**
'Hitman's' hitmaker...**PAGE 18**

e RING

As staggering as it was being part of the conquest of Middle Earth and winning an Academy Award for his work on "The Lord of the Rings" trilogy, Production Designer Grant Major scored a fanboy-approved jackpot for his work on the upcoming "Green Lantern."

He's now officially half a member of the Green Lantern Corps.

Tasked with translating the alien worlds and creatures of DC's Emerald Knight mythos for the big screen, Major and fellow Kiwi 'LOTR' alum, Oscar-winning Costume Designer Ngila Dickson, came up with a design for a humanoid Green Lantern that wasn't in the comics.

"We thought it's such a great design that we've got to get it in somehow or another," Major says from his native New Zealand. "And of course it didn't have a name, so [Producer] Donald De Line gave it a holding name, which was N'Gila Gr'Nt—a combination of Ngila and my names. Geoff Johns picked up on it and said, 'Great, we'll put that in the comic in the future.'

"It's awesome. It's exactly what doing this kind of project is all about."

If the veteran production designer sounds like he's having the time of his life working with director Martin Campbell and company

to create a universe out of scratch for "Green Lantern" (in theaters June 17), it's because he is. The concept art from Major's team rivals anything that's ever been done on a major motion picture production anywhere in Sector 2814. Recently Major shared that enthusiasm with *Wizard*, divulging some behind-the-scenes secrets from one of this summer's most eagerly awaited superhero blockbusters:

THE GRAVITY OF THE ASSIGNMENT

An important difference in making a great comic book movie like Christopher Nolan's "The Dark Knight" instead of a not-so-great comic book movie like Joel Schumacher's "Batman & Robin" is how respectfully the filmmakers treat the source material, so Major anointed his team as real-life guardians of Oa.

"It's an exercise in making sure we're making this for the fans, the people who know the book really, really well," says Major. "To make this look real, we've got to believe in Hal Jordan, to believe that he can discover these powers. We've got believe in so doing that he can be in a place like Oa. Everything's got to be tangible, everything has got to have a logic to it. Everything's got to obey the principles of physics even though it's in a distant part of the universe. There's a certain amount of super-imagination and pushing the boundaries of experience, but making it believable is a very strong part of it."

SCARING UP A PARALLAX

Based on Johns' famous interpretation of the demon that once possessed Hal Jordan in 2004's *Green Lantern: Rebirth*, Parallax was publicly outed as the villain of the movie by Reynolds at San Diego Comic-Con. Designing the amorphous embodiment of the yellow part of the emotional spectrum, a.k.a. the fear demon that threatens to destroy the Green Lanterns' willpower, left Major and his crew reeling in terror.

"Yeah, we were channeling fear for that one," Major says laughing.

"The thing that took longest to design is Parallax. Given that he needs to be able to talk to Green Lantern face to face, A. He needs a face; B. He needs to be of a certain size—you can't talk to Mt. Everest. He needs to be that [manageable] size, but then he also

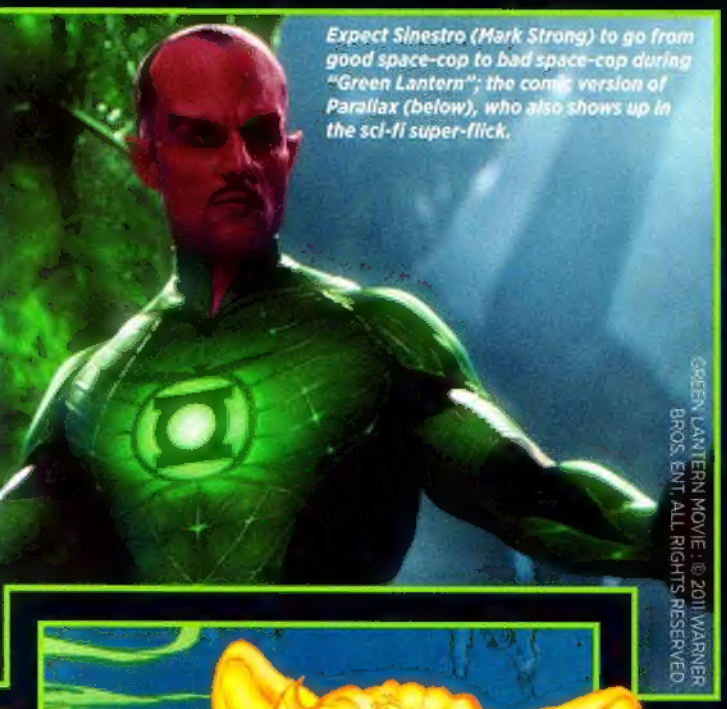
If you're more attracted to Hal Jordan's jewelry than his arm candy, there's something seriously wrong with you.

BUILDING A BETTER OA

To design the landscape of Oa, the center of the universe and home to the Green Lantern Corps and the mysterious Guardians, Majors looked right to inspirations here on Earth.

"In terms of the creatures we produced, the source of most of our ideas came [from] looking at the more bizarre kind of environments and aspects on the Earth. Like deep-sea things, and just wild kind of places on Earth that do have these extraordinary kind of primal things going on. We'd just cruise around looking for inspiration and pictures and you think, well, what if this place is just kind of all fibrous and broken like a broken tree or something like that. Trying to think of ideas, of course you have to keep it in the bounds of believability, so the audience has to recognize the places as being real and they have to have something to hook onto."

"[As for the planet's architecture], I wanted to get away from the idea that the main city of Oa was designed by one architect or one artist in one period of time. Just trying to give it a lot of depth by bringing in a lot of time periods and alien sort of aesthetic to the whole thing. The



Expect Sinestro (Mark Strong) to go from good space-cop to bad space-cop during "Green Lantern"; the comic version of Parallax (below), who also shows up in the sci-fi super-flick.

GREEN LANTERN MOVIE: © 2011 WARNER BROS. ENT. ALL RIGHTS RESERVED

"TO MAKE THIS LOOK REAL, WE'VE GOT TO BELIEVE IN HAL JORDAN."

—GUY MAJOR

consumes planets.

"It needs to perform various tasks. It is a parasite that is also made of the yellow energy of the emotional spectrum. It represents the fear part of the emotional spectrum. So it had to have that sort of personality to it, and it had to be photogenic as well. We did sort of channel this idea of mustard gas, and not a bright yellow—a dirty ominous yellow."

POWER ACCESSORIES

In the pages of the Green Lantern comics, there are 3,600 power rings forged from the power of the Central Power Battery on Oa. On the set of "Green Lantern," there were a total of ten to twelve made by Propmaster Drew Petrotta, sculpted out of green resin using finely tuned lasers to cut the right shape. While the rings' energy glow would be added in post-production CGI, some of the handful of power batteries that were made featured a working light sealed inside.

"The rings are made out of a resin, but what we're saying in the film is that it's made out of an exotic substance that's part of the landscape of Oa. The material that it's made out of is in common with the Guardians' Citadel and various other buildings there.

"[For the movie props], we had to make sure we made a certain number of them in case they were lost and the standby guys got plenty of them and then a certain amount of them go to Warner Brothers for marketing. Maybe Ryan Reynolds got one of them, but they are pretty highly protected.

"For the power lanterns, it's the same sort of thing—we made a certain amount of those, four or five. Some of them had to light up; some of them were good for stunts. Each lantern has been in a lot of fights in their history, so it's got this sort of battered, heroic look."

CREATURE COMFORTS

While Sinestro (Mark Strong) and Abin Sur (Temuera Morrison) are the products of good old fashioned Earthlings in the makeup department, most of the rest of the Green Lantern Corps have been spawned as CGI characters. Still no matter how alien, Major says they needed to look very real.

"Kilowog is very famous in the book,

comics themselves have just right out there brilliant designed pieces, but I wanted to do both, I wanted to satisfy Geoff Johns and the fans, but to bring in some Grant Major and some of the other concept designer's thoughts into this and make it bigger.

"When you think of an alien landscape, they want to have a sort of iconic feel to it, where the image of it imprints on your brain as a sense of place. When you think of going to Italy for example, and you think, 'Well there's the Leaning Tower of Pisa, that's something I really remember.' I wanted to do the same thing on Oa, create a sort of place that people really remember." **ES**

When Abin Sur (Temuera Morrison) crashes on Earth and dies, he grants his power ring to Earthman Hal Jordan (center).

and obviously we wanted him to be the same Kilowog that's in the book. But turning a line drawing into a three-dimensional creature that breathes and has all these more sort of subtle facial expressions was difficult. We had these great creature designers, and Ngila and I are sort of right there, boots and all, massaging the design as it comes through. Being digital characters, they have all sorts of subtleties to them as well, and to bring them to life was a great opportunity to create something brand new. When you think of digital creatures like Gollum [from 'The Lord of the Rings' movies], they have so much personality to them, so much life to them."

ON THE COSTUME

For Hal Jordan's iconic green costume, the filmmakers decided early to ditch spandex and go with an all CGI look. It made even more sense considering the Green Lanterns' costumes are basically constructs created by their rings. On the down side, that means that the costume is a work in progress, being tweaked in post-production, and fans haven't been able to feast their eyes yet on the final look.

"Ngila was always very worried about the spandex superhero costume thing that's been tried and tried and tried. And of course this is not a costume as such; it's actually another body. It sort of needed a fresh thinking on an approach to his costume, which is so iconic. It was a challenge, because it had never really been done to this extent before."

IT'S NOT EASY BEING 'GREEN'

In the blackest nights before Ryan Reynolds landed the brightest day job of his career with "Green Lantern," there must have been serious doubt whether any actor would be deemed worthy of the ring.

In fact, director Martin Campbell rigorously tested eight actors, bringing in Reynolds for three meetings and auditions before offering him the part.

"I have to say that Ryan for me was always the choice, I never considered anybody else," says Campbell. "Of course it was Ryan because of all the reasons that you know. Terrific sense of humor and of course he's a very fine actor."

Among the other A-list actors reported to have been up for consideration is Justin Timberlake, who recently proved in "The Social Network" that he could do more as an actor than just bring sexy back. Sam Worthington told **Comingsoon.net** in 2009 that he talked to Campbell about the part even before a script had been written. A few years ago, Jack Black

was attached to a more comedic take on "Green Lantern," a project which never got off the ground, much less as far as Oa.

Reynolds, however, wasn't so sure he wanted another superhero part, as he was committed to playing Marvel's Merc with a Mouth Deadpool in a "Wolverine" spinoff franchise, and had long been running circles around DC's "The Flash."

"I wasn't super-interested in playing Green Lantern," Reynolds told reporters in the summer. "But I was really interested in Martin Campbell.

"I thought, aside from being an attractive man, he is a fantastic director," he quipped. After seeing Major's concept art, however, Reynolds wanted to compete for the part. He did have one major advantage over his fellow actors.

"There was a Cinderella element to it, because the effects house that was building the mask had these things we have in our industry called life casts and you do that on your head," Reynolds said at San Diego Comic-Con, referring to a mold taken of an actor's head used to sculpt models or masks.

"The effects house that [made] the 'Green Lantern' mask arbitrarily chose my head from their vast catalogue of actors heads with which to build their mask around. So when I showed up to set, my mask fit a little better than maybe Regis Philbin's or Richard Chamberlain's or whoever else was auditioning that day." **ES**

STARK REALITY

Why director Jon Favreau left Marvel's 'Iron Man,' and what's next for the billion-dollar franchise

BY MIKE COTTON AND ETHAN SACKS

OPENING ART: SHUTTERSTOCK.COM; IRON MAN, IRON MAN 2: PARAMOUNT PICTURES. ™ & © 2010 MARVEL ENTERTAINMENT, LLC & SUBS. ALL RIGHTS RESERVED.

Jon Favreau traded Iron Man's armor for Mickey Mouse ears and a ticket to "The Magic Kingdom."

Amid rumors that he was both unimpressed by Marvel Studio's financial offers to direct the third "Iron Man" film and the studio's directives to make "Iron Man 3" a pseudo-sequel to Joss Whedon's 2012 "Avengers" film, the 44-year-old "Elf" and "Cowboys and Aliens" helmer announced in mid-December that he wouldn't be back for another Marvel movie.

"It's true, I'm directing 'Magic Kingdom,' not 'Iron Man 3.' I've had a great run with Marvel and wish them the best," the director tweeted on December 14, 2010.

He did indeed have a great streak with Marvel, helping the fledgling studio gross $1.2 billion worldwide at the box office with his two "Iron Man" films, resurrecting star Robert Downey Jr.'s career, making a popular icon out of a B-list superhero, and laying the seeds for the growth of the larger Marvel film universe.

But it'd been well documented over the first two films that Favreau and Marvel—most primarily studio head Kevin Feige—had clashed and, while the director was given more leeway on the second film after the franchise's initial success,

"Iron Man 2" made a butt-load of money, but critics and fanboys said it was too jam-packed.

Jon Favreau's trading in the Iron Man armor for Mickey Mouse ears with "The Magic Kingdom."

"LOOK AT WARNER BROTHERS [PARENT COMPANY TO DC COMICS], WHERE THE DIRECTOR REALLY CALLS THE SHOTS—A MARTIN CAMPBELL ON 'GREEN LANTERN' OR MOST ESPECIALLY CHRISTOPHER NOLAN ON THE BAT MOVIES...AT MARVEL STUDIOS, THAT'S NOT THE CASE."—L.A. TIMES REPORTER GEOFF BOUCHER

Halliburton's latest briefcase is the most secure luggage on the planet.

the chances of Favreau directing a third film at Marvel became less and less likely as time went on and plans for "Avengers" and "Iron Man 3" began to solidify.

Sources not cleared to speak on the record but knowledgeable of Marvel Studios confirmed that while Favreau and Feige clashed on set in a number of cases, the break-up was amicable and less dramatic than many thought because of the fact the director wanted to expand his résumé and pay scale, and Marvel wasn't adverse to having a new voice come in and work on the continuing adventures of Tony Stark and the Marvel Universe.

"Honestly, it probably comes down to a business decision more than anything," says **AintItCoolNews.com's** Harry Knowles, who worked with Favreau on a previous "John Carter of Mars" project. "Marvel tends to have very tough negotiations. The success of the 'Iron Man' series has been so strong, and Favreau has shown himself to be a fan-fave, that the other studios are willing to pay him a lot more than Marvel is willing to."

Marvel also may not be as willing to cede as much creative control over its stable of superheores as A-list directors expect. The studio's model relies on Feige wielding power over his hired guns to keep an eye on the puzzle pieces of the larger Marvel Universe. "Iron Man 2," for example, was cluttered with references (Black Widow! Cap's shield! Thor's hammer!) that weren't important to the movie itself, but were meant to tease upcoming films.

"It's interesting to look at Warner Brothers [parent company to DC Comics], where the director really calls the shots—a Martin Campbell on 'Green Lantern' or most especially Christopher Nolan on the Bat movies," says the *L.A. Times'* Geoff Boucher (**herocomplex.latimes.com**) . "At Marvel Studios, that's not the case."

Finding a new "Iron Man" director is going to add to an already busy schedule for Feige and Marvel in 2011, which has "Thor" opening May 6 and "Captain America: The First Avenger" debuting July 22 before Feige unites the superhero casts in "Avengers," planned for 2012, and then a likely "Iron Man 3" in 2013. (Those feature films would be in addition to Marvel's new television plans, which include "AKA Jessica Jones"—the adaptation of Brian Michael Bendis' mature-readers *Alias* comic—and a "Hulk" series headed up by "Hellboy" director Guillermo del Toro and "Battlestar Galactica" alumn David Eick.)

But before we get too wrapped up in the boob tube, if Marvel and Feige need a little help in the research department, we've compiled a list of six suitable candidates that could both expand—and possibly improve—the Iron Man movie franchise while also adding a unique and interesting new voice to the Marvel Movie Universe (**see below**).

Kathryn Bigelow

Winning the Oscar for Best Director and Best Picture ("The Hurt Locker") was well deserved, but what's really exciting is Bigelow's street cred. With a résumé full of kickass action flicks—"Strange Days," "Point Break," "Near Dark"—Bigelow's style and cache could be just the woman's touch Iron Man needs.

Guy Ritchie

Since RDJ has approval of any director "Misney" signs for "Iron Man 3," why not go with someone the actor works well with, his "Sherlock Holmes" helmer Ritchie? With a striking visual style and a flair for dramatic dialogue, Ritchie's Tony Stark could be the full-on playboy we've been waiting for.

Neill Blomkamp

He's landed on everyone's short list since "District 9," and there's no reason he shouldn't be considered for the third Iron Man flick. And if reports are correct that "IM3" will be a sequel to the "Avengers" movie, who says we couldn't see a Kree or Skrull invasion?

UN-MARVELOUS MIGRATIONS

Michael Bay

If one of the problems with Favreau was creative control over the franchise, maybe Marvel needs someone that just makes robots *look* cool; let the Mouse of Ideas worries about story and tone.

Guillermo del Toro

If Marvel's going in a completely different direction for "Iron Man 3," let's have a master of both horror and heart ("Hellboy") jump into the director's chair. We're saying it now—Iron Man vs. monsters (like Fin Fang Foom) would be badass!

Ben Affleck

Affleck was on the short-list for the Superman directing gig before Warner Bros. signed Zack Snyder. While he may not have the special effects experience, his dramatic, sweeping storytelling ("The Town") could bring back some of the excitement from the first "Iron Man" film that was missing in the sequel.

PICTURE THAT!

Acclaimed movie poster photographer Peter Tangen points lens at Real Life Super-Heroes for latest project

There are Real Life Superheroes among us.

All across the country, these solitary do-gooders have been donning costumes and going out into the night for years. Inspired by comic book morality to do the right thing, some fight crime, others work as social activists and still others patrol the streets, proving aid for the homeless and downtrodden.

So photographer Peter Tangen decided to rescue these everyday heroes from obscurity.

"I read an article in a magazine about a man named Master Legend, a real life superhero working in Florida. At the time he was basically a slightly overweight man in spandex and was effectively a costumed activist," says Tangen of his first exposure to the phenomenon. "When I realized there were many of these people all across the country, I thought, 'Well, I'm going to photograph these guys.'"

For their own Jimmy Olsen, real life superheroes can do a lot worse than Tangen, who has made his living shooting the iconic images that adorn the movie posters for the "Spider-Man" movies, "Batman Begins" and "Hellboy" (**see sidebar**), among many others.

"I realize quickly that the media that had paid attention to them was dominantly mocking them or exploiting them in some way, typically you would find something on the last three minutes of a news broadcast saying, 'Look at this crazy person,'" says Tangen.

Thus was Tangen's Real Life Super-Heroes Project born. Initially intended to be a gallery exhibition of portraits and movie posters benefiting charitable organizations supported by the heroes, the scope of the project has grown exponentially. It now includes a documentary premiering in January at SlamDance (a separate venture which Tangen joined as a producer), the development of an interactive experience with Planet Illogica and the work of hundreds of professionals volunteering their support.

"We have an opportunity to just let this message be out there for people to discover, and we hope those people are simply inspired to do their small part to change the world," says Tangen.

The Real Life Super-Heroes themselves are thankful for Tangen's involvement.

"It is a call to action to every citizen. You can do plenty of things to make a difference. You don't have to wear a costume and you don't have to go out and punch drug dealers, but you can help the homeless person on the street or you can call the police when something is going on. It's breaking that mentality of, 'Oh, its not my problem,'" says Dark Guardian, a New York City-based superhero, "It is an honor to work with Peter to spread that message."

"We feel like this is a really relevant message," says Tangen. "They have a superpower, they actually do, and that is their ability to inspire."

GET POSTERIZED

Photographer Peter Tangen's Real Life Super-Heroes Project has produced some stunning visuals that would look right at home at your local multiplex.

'HITMAN'S' HITMAKER

Meet Adrian Askarieh, one of Hollywood's up-and-coming genre producers

BY ETHAN RACKS

In some ways, Adrian Askarieh's life isn't all that different from when he was growing up in West Orange, New Jersey in the late '70s and early '80s—he still hits the comic book store once a week and still plays video games.

The difference now however? It's an important part of his job as president of Prime Universe Productions.

After breaking into the business as an entertainment lawyer, Askarieh decided he wanted to have more of a hand in the creative end of the business. His first big break as a producer was with 2007's "Hitman," based on the video game by Eidos Interactive, and he still gets giddy talking about the surreal experience of sitting inside Grauman's Chinese Theatre with co-producer Daniel Alter, watching the Hollywood premiere of his own movie. Even the popcorn tasted better than he dreamed it would.

"For me, I couldn't think of a better job than being the guy who facilitates bringing comic books and video games to the movies," he says.

Askarieh recently took *Wizard* through some of the movie properties he's currently shepherding from the comic book and video game stores to the big screen:

KANE & LYNCH

With Bruce Willis and Jamie Foxx locked in as the leads for the adaptation of Eidos' hit first-person shooter game, the eagerly awaited action-thriller is scheduled to go before cameras in early 2011. The movie's story will pit the titular escaped death row inmates against a mysterious gang of killers.

"It's really the dream cast," he says. "[Willis] said in our first meeting, 'Look, I read every action script in town, and this is the best script I've read since the first 'Die Hard.'"

Bruce Willis and Jamie Foxx are tapped to play the leads in "Kane & Lynch," a video-game inspired flick about death row inmates (above) taking on a group of mysterious killers.

JONNY QUEST

Believe it or not, there has yet to be a film made based on the iconic, action-packed '60s cartoon. "'Jonny Quest' really came out of, 'Why hasn't there been a "Jonny Quest" movie,'" he says. "I did some digging and found out there had been some attempts prior and they didn't go anywhere.

"I called my friend at Warner Bros., Dan Lynn, and said, 'Look I want to take a crack at it,' and he said, 'Let's do it.'"

But while the studio loved the script, the project hit a speed bump when "Speed Racer" proved a box office disappointment; "Jonny Quest" has been postponed, but Askarieh is hopeful that the movie will still see the light of day.

HACK/SLASH

Askarieh is particularly excited about bringing Image's *Hack/Slash* to the multiplex. He struck a deal with Relativity Studios back in 2007, but the cameras aren't scheduled to roll until later this year. The script makes the wait worth it, he teases. "We have a great director who's stuck by the project for the last year, Frederik Bond, who's a world-celebrated commercial director," he says. "He really gets the character of Cassie and her journey."

HITMAN 2

It's not a matter of if, but when 20th Century Fox brings the genetically enhanced killer Agent 47 back to wrack up another huge body count. Askarieh just forwarded the script for a sequel to the video game company for approval, and is confident the production will also get started in 2011.

Abby Chase moves to the head of the line thanks to her good looks—and big gun.

"We wanted to do a sequel, but also do a reboot, and we wanted to make it more character driven, bring it back to basics, have it not involve multiple conspiracies," he says.

DANGER GIRL

High on Askarieh's priority list is a film adaptation based on the hit WildStorm series by J. Scott Campbell and Andy Hartnell about a group of sexy female secret agents. Prime Universe is still in the early stages of putting the package together, including finding the right writer for the script.

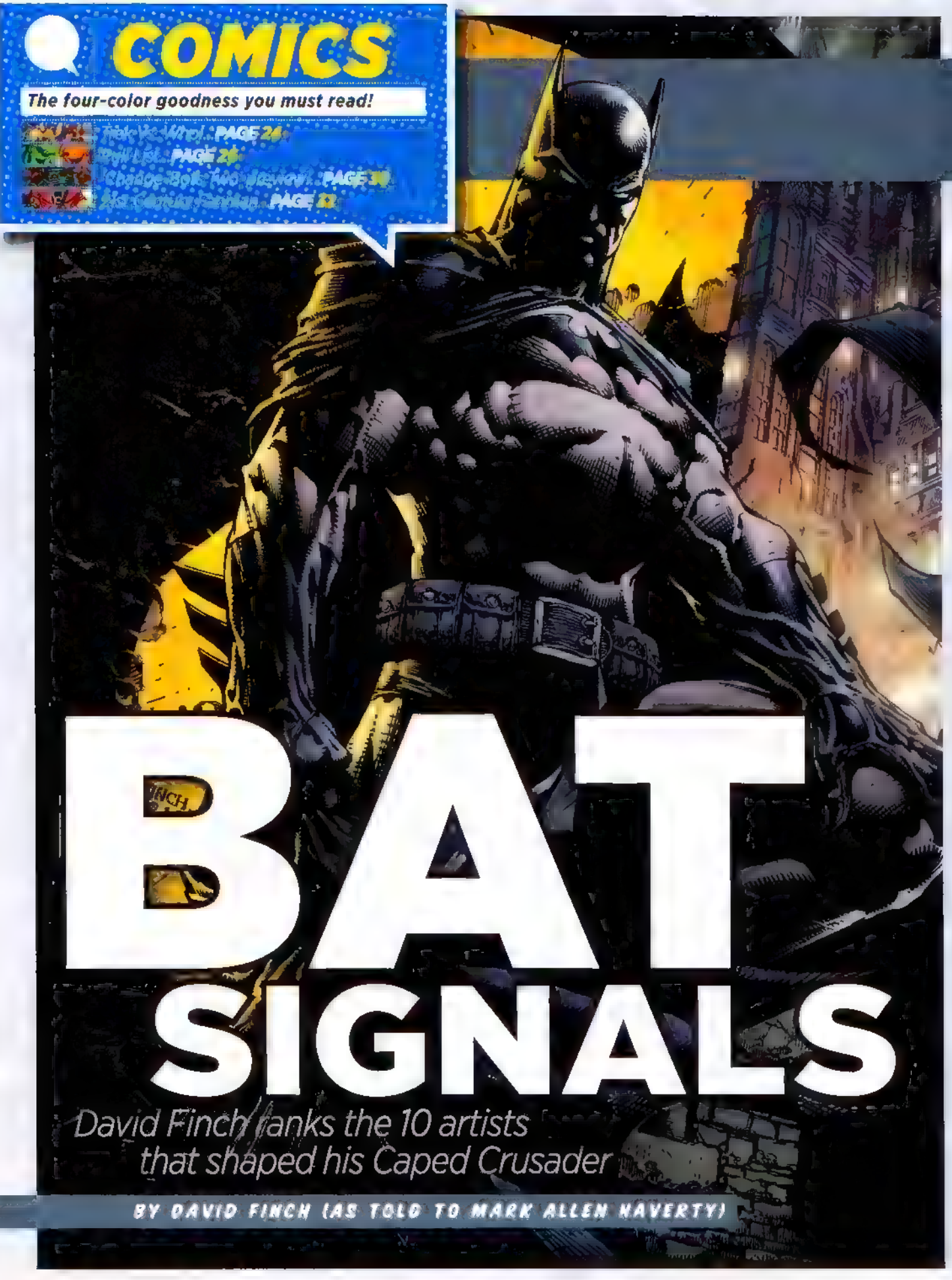
"The trick with Danger Girl is that you want to present it in the right way, so people don't see it as 'Charlie's Angels,' because that's emphatically what it's not," he says. "It really comes across what J. Scott and Andy wanted, which is this love letter to all the cool movies they love, like James Bond and 'Raiders of the Lost Ark.'"

LEONARDO DA VINCI AND THE SOLDIERS OF FOREVER

Inspired by footage from Guy Ritchie's "Sherlock Holmes," Askarieh looked to the history books to come up with his own idea for a potential franchise. His epiphany: Artist-inventor Leonardo Da Vinci as an Indiana Jones-like adventurer battling monsters straight out of the Bible. Warner Bros. was so impressed, it bought the rights within 24 hours of seeing his treatment. Marc Guggenheim (*Justice Society of America*) is in the process of writing a script, with Roy Lee co-producing.

"This one is really my baby, I didn't adopt this one, I gave birth to it," he says laughing.

Trick Vs. Wrist...PAGE 24
Devil Girl...PAGE 26
Change Both Ink Jackets...PAGE 34
Ask Comics Fandom...PAGE 42



BAT SIGNALS

David Finch ranks the 10 artists that shaped his Caped Crusader

BY DAVID FINCH (AS TOLD TO MARK ALLEN HAVERTY)

One of the top artists of the past decade, David Finch's popularity has grown so great that he made even Moon Knight a top seller.

Currently, instead of a low-rent Bat-clone, Finch's work—both scripting and drawing—can be found monthly in DC's ongoing *Batman: The Dark Knight*. And it's clear from discussing his latest gig that Finch has welcomed the bats into his mental belfry.

"Batman is easily the most iconic character in all of comic books. No other character can withstand so many wild interpretations and still be instantly recognizable," says Finch.

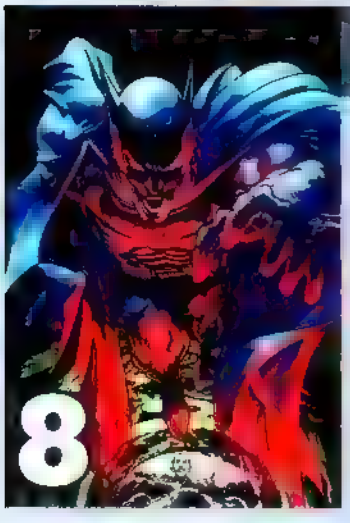
As the latest A-list all-star to take aim at the Bat-canon, it was only natural that we convinced Finch to project his feelings about the array of great Bat-artists that have tread the same ground and influenced his visual interpretation of the comics icon.

Dave McKean
(Arkham Asylum)

"*Arkham Asylum* was a game-changer in terms of Batman visuals," proclaims Finch. "It had a haunting, mysterious atmosphere that was so beautifully restrained, and it broke out into vivid color in just the right spots. It's like an artistic symphony. It's a masterpiece of fine art, and at least for the lucky few of us that follow this crazy hobby, it's recognized as such."

Bill Sienkiewicz
(Batman, Detective Comics, Batman: Black and White, Batman: GCPD, Dark Knight Dynasty, DC First: Batgirl/Joker)

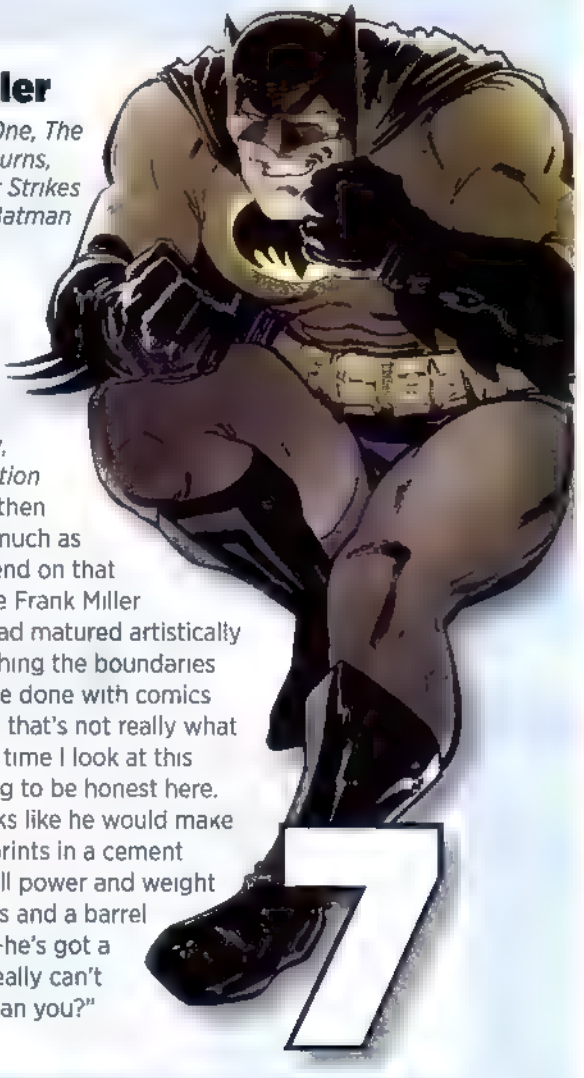
"There is no artist in this business with more guts to follow his own vision. At least two of the artists on my list are heavily influenced by his work. It's a testament to his creativity that the artists he influenced the most have been able to take what he did and run with it in so many unique directions. Bill Sienkiewicz's kinetic, sometimes abstract work suits the character beautifully. His painted Batman work is an amazing blend of bright, saturated color, and dark moodiness. He makes it work like no one else."



Neal Adams
(The Brave & The Bold, Detective Comics, Batman: Odyssey)

"We all have Neal Adams to thank for making Batman who he is as a character today. He brought a realism and gravity to Batman that just wasn't there before. When people talk Batman comics, there's always two periods that come up: Neal [Adams] and Denny [O'Neil]. And Frank Miller. Would anybody think I was nuts if I said he's the most influential comic artist ever? There's [Jack] Kirby, but I really feel like Neal Adams has had the biggest impact of any artist in this business ever."

Frank Miller
(Batman: Year One, The Dark Knight Returns, The Dark Knight Strikes Again, All Star Batman and Robin)



"*The Dark Knight Returns* is the most important comic ever published. Okay, okay, there's *Action Comics* #1, and then *DKR*. That's as much as I'm willing to bend on that one. By the time Frank Miller drew *DKR*, he had matured artistically and he was pushing the boundaries of what could be done with comics storytelling, but that's not really what grabs me every time I look at this book if I'm going to be honest here. His Batman looks like he would make inch deep footprints in a cement sidewalk. He's all power and weight with huge hands and a barrel chest. Besides—he's got a Bat-tank. You really can't beat that now can you?"

Tim Sale
(Batman: Haunted Knight, Batman: The Long Halloween, Batman: Dark Victory, Catwoman: When in Rome)

"*Dark Victory* is my favorite Batman comic. Tim Sale is for me, the artist that 'gets it' the most, when it comes to Batman. He's a master storyteller, and he's a master world builder. His sets feel authentic without being photo driven. Every line and shadow serves a compositional and storytelling purpose. I have the hope that some of what I picked up from his masterful portrayal will come through in my book."

Kelley Jones
(Batman, Batman: Red Rain, Batman: Haunted Gotham, Batman: Gotham After Midnight, Batman: Bloodstorm, Batman: Crimson Mist, Batman: The Unseen)

"His Batman is creepy and off-kilter in the most extreme way I could possibly imagine—far more than I could imagine if his art wasn't around. Nobody draws the horror interpretation of Batman better, and it's so much fun too. His art never feels bleak, no matter how dark his subject matter. I feel like I can almost hear him laughing in the background when I see his work."

Kevin Nowlan
(Batman: Sword of Azrael, Batman Black and White, DC First: Batgirl/Joker, "Batman: The Animated Series")

"He's an artist's artist, and you can see his mark in so many great artists working today. He just has such a mastery over subtle form and detail that it's hard to not use his art like a text book for how things should be done. A huge portion of comic artists, including me, structure shadowing on figures and faces based upon what we've learned from his work. I especially love how he draws Batman's cape, and Gotham City."

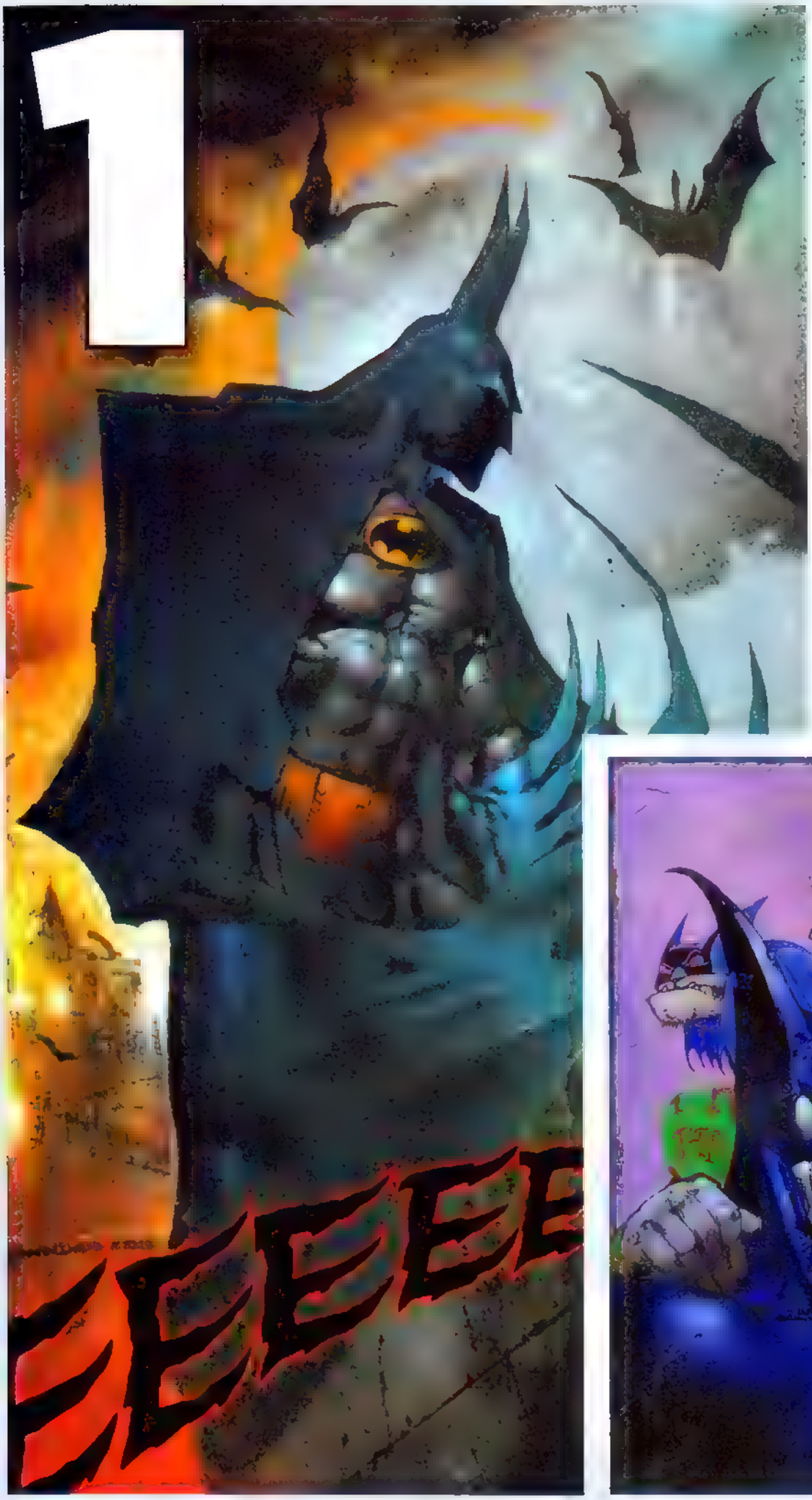
4 Jim Lee

(Batman: Hush, All Star Batman and Robin, DCU Online)

"Do I even need to say why here? Really? You've all seen his Batman work, right? I'm sure we're all on the same page with this one. Nobody draws iconic, beautiful, majestic superheroes like Jim Lee. He has an amazing ability to capture the essence of every character that he draws. His Batman is dark and edgy and aggressive, and his Superman is regal and earnest. I could go on, but this is about Batman, and Jim Lee has defined Batman for a very long time to come."

Eduardo Risso
(Batman: Broken City, Batman: Wednesday Comics)

"*Batman: Broken City* is always on my desk. In fact, I slept on the couch for like two days after the fight I got into with my wife when she moved it a few months ago and I couldn't find it. Eduardo is a great character artist, and he uses dramatic shadow effects like no artist I've ever seen. And his Batman is a freaking brute! He's not over-muscled or unrealistic. Eduardo just fills him with so much aggression that it leaps off the page."



Simon Bisley

(Batman/Judge Dredd, Batman/Lobo, Batman: Black and White)

"I remember the first time I saw *Batman/Judge Dredd: Judgment on Gotham*. I could not believe that it was possible that art like that could exist. It was close to a religious experience for me. His Batman was raw power and anger, and it was like nothing I had ever seen. I've wanted to be a painter ever since that day, and I wanted to paint just like that. He is my favorite artist, and I've met him a couple of times, but I've always been way too intimidated to say much. One of these days I hope that Simon comes back to Batman and does another painted book. Maybe we could start some kind of letter-writing campaign. Seriously. I'm open to ideas. Let's make this happen!"

POLICE PUBLIC CALL BOX

LAST MAN STANDING

Doctor Who meets classic Star Trek in a comic showdown we want to see!

It's an adventure more than 50 years in the making: Doctor Who and Star Trek, two science fiction powerhouses from two different sides of the pond, have been driving fanboys crazy since the 1960s. It's high time we got these crazy kids together, and *Wizard* desperately wants to see it—in comic form!

And there's no time like the present. With both the Star Trek and Doctor Who comic lines being produced by IDW, a crossover is a no-brainer. To get the ball rolling, we asked superstar artist Mike Mayhew (*New Avengers*) to illustrate the ultimate showdown between the iconic sci-fi properties—and came up with the scenario to kick it off: The TARDIS lands on a strange alien world just as Kirk and Spock beam down to investigate anomalous readings from the planet's surface.

After the two teams meet—and Kirk puts the moves on companion Amy Pond, 'natch—the quartet is beset on all sides! Daleks! Klingons! Cybermen! Romulans! It's a crazy-evil alien slobberknocker, and our heroes are trapped in the middle!

Based on this stellar "Last Man Standing" pinup, Mayhew is our obvious art choice for the proposed project. Thanks to his own "Who" résumé ("Human Nature"), we'd tap Paul Cornell (*Batman and Robin*) to tackle writing chores on the mega-event. The ball is rolling, comics industry. The gauntlet has been thrown down. Now it just has to be written and produced. Make it happen, captain!

TEXT BY JAMES WALKER
ART BY MIKE MAYHEW
COLORS BY RAIN BEREDO

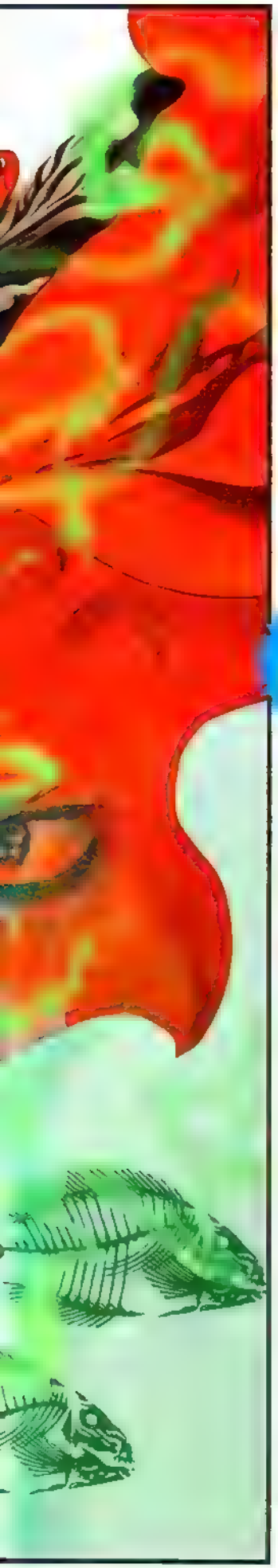
PULL LIST

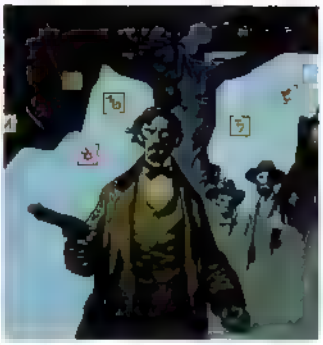
This month's Wizard-approved must-reads

HAWKEYE: BLIND SPOT #1 (of 4) (Marvel) The *Hawkeye & Mockingbird* team of Jim McCann and David Lopez take aim at Marvel's Avenging Archer once again! In the wake of *Widowmaker*, Hawkeye's got a new outlook on his heroic life, but he's gotta resolve his past if he wants to get on with the future. **FEB. 9 | $2.99** (For more on *Hawkeye & Mockingbird*, go to **page 28**!)

ADVENTURE COMICS #523 (DC Comics) Friend of Wizard Phil Jimenez (*Astonishing X-Men*) joins Paul Levitz for this arc that revisits the Legion Academy, the school for the future's aspiring heroes. Can't wait to see how the ultra-detailed Jimenez handles the 31st century, but really, he had us at "Comet Queen." **FEB. 2 | $2.99**

BATWOMAN #1 (DC Comics) Artist extraordinaire J.H. Williams not only returns to draw Kate Kane's ongoing adventures, he's writing the book, too! While Batwoman's crusade against Gotham's dark underworld continues, she'll look to train a new sidekick, deal with startling revelations about her father, wrestle with the death of her sister, the villainous Alice, and investigate a child-stealing ring. Whew! **FEB. 23 | $2.99**





WITCHFINDER: LOST AND GONE FOREVER #1 (Dark Horse)
Legendary EC Comics artist John Severin rides shotgun with Mike Mignola for this tale, in which Edward Gray tracks a fiendish secret society to a small American front er town
FEB. 2 | $2.99

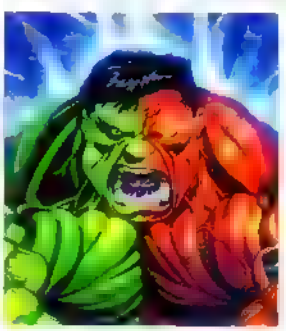
WALKING DEAD #82 (Image Comics)
Robert K rkman and Charlie Adlard ring the dinner bell for the geeks when the Walking Dead breach the survivors' gated community in part three of "No Way Out." Someone's about to become zombie poo.
MR | FEB. 9 | $2.99

BATMAN & ROBIN #20 (DC Comics)
The much-lauded *Green Lantern Corps* team of Peter Tomasi and Patrick G eason relocate to Gotham, just in time to introduce new vi lain White Knight It's up to Batman Inc executives Dick Grayson and Damian Wayne to f gure out who this new baddie is and why he's trying to turn Gotham into heaven on earth
FEB. 9 | $2.99

AMAZING SPIDER-MAN #655 (Marvel)
Why does this nsta lment of the bimonthly *Amazing* set our spider-sense to tingling? Two words: Marcos Martin. If Dan Slott wrote this issue in Mandarin, we'd still be poring over Mart n's vibrant, expressive panels in a moving story about Peter Parker's ever-crumbling life
FEB. 16 | $3.99

SUPERBOY #4 (DC Comics)
Sweet Tooth's Jeff Lemire continues to amaze with his caped crusading. Smallville has turned into Weirdsville since Conner Kent came home, but he gets heroic help from the mentally challenging Psionic Lad. Will Superboy play wingman when his new partner starts talking assassinations? That's what BFFs are for. **FEB. 2 | $2.99**

SWEET TOOTH #18 (DC/Vertigo)
Speak of the devil: Jeff Lemire's creator-owned apocalypse drama tweaks the monthly format with a special widscreen presentation. Jepperd and company trek north searching for answers, but winter and mistrust in the group could scuttle their journey before it begins. **MR | FEB. 2 | $2.99**



HULK #30 (Marvel)
When EdMcGuiness returns to draw Red Hulk, expect loads of rock 'em, sock 'em action—especially when writer Jeff Parker adds Xemnu the Titan, Woodgod and the Compound Hulk to the fray! If that's anything like a compound butter, spread it all over, baby
FEB. 16 | $2.99

BY THE WIZARD STAFF

TRADE SHOW

This month's hottest collections and graphic novels

SPOILERS AHEAD!

COUPLES EDITION!

HAWKEYE AND MOCKINGBIRD (MARVEL)

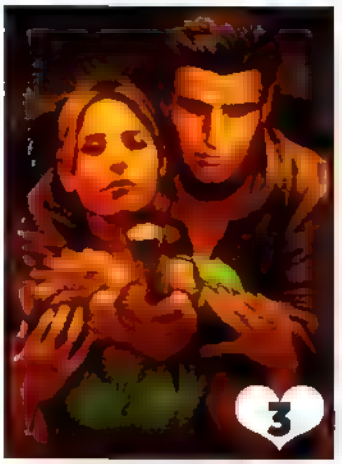
Post-"Heroic Age," Marvel went gaga with Avengers-related spinoffs, and when I first heard about *Hawkeye & Mockingbird*—despite my fanboy fanaticism—I was convinced it was just a marriage of (tie-in) convenience.

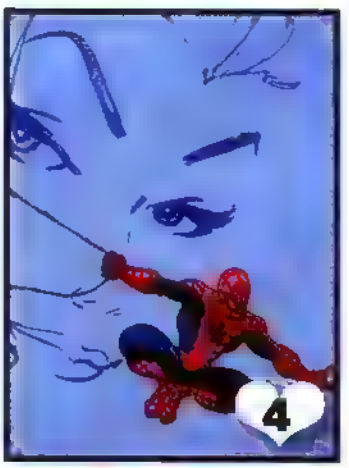
Thankfully, writer Jim McCann's potent mix of espionage action-adventure, rom-com banter and comic book canon, combined with artist David Lopez's high-octane, Frank Quitely-esque visuals, found the bullseye in this six-part collected storyline.

As we pick up, Hawkeye and Mockingbird have founded the World Counterterrorist Agency (or WCA, "Wackos" to West Coast Avenger fans). Despite the cliché espionage set-up—complete with Twitchy the hacker, demolitions expert Bangs and tech guru London—McCann adeptly sets up a unique mission for these heroes: they root out spies and terrorists. The inclusion of ageless mercenary Dominic Fortune adds an element of mystery and a roguish alternate love interest for Mockingbird, whose rocky relationship with estranged husband Hawkeye could be heading for another cave-in. The book's chemistry only gets more combustible when the spectral Phantom Rider—descendant of an Old West gunfighter who Mockingbird killed—joins with techno-terrorist Crossfire—the first enemy Hawk and Mock faced together—for an all-out assault on the heroic lovebirds.

The book's superhero, action-adventure elements provide more than enough firepower to fill the Avenging Archer's quiver, but McCann earns bonus points for his examination of a true rarity in mainstream super-comics: a sophisticated, adult relationship. Will the deadly spy game turn Hawkeye into a killer? Can their relationship survive deep-rooted secrets and the rigors of tradecraft? Does Mockingbird fall prey to Fortune's advances? Take flight with these loveable lovebirds to find out!

JAN. 26 | $16.99 ANDY SERWIN





RECOMMENDED SUPER-ROMANCES

Hawkeye and Mockingbird may be one of our favorite comic couples, but they're not the only lovers giving off sparks. Here's some must-own super-rom comics:

1 GREEN ARROW/BLACK CANARY: WEDDING ALBUM (DC COMICS)
Super-soaps don't get sudsier than this cheeky adventure by Judd Winick. Longtime lovers-partners Green Arrow and Black Canary are finally tying the knot, but after booting some supervillain wedding crashers with help from their super-friends, Canary has to kill an attacking Arrow in their honeymoon suite! That shocker sets up a stunner of a storyline that's twistier than Canary's fishnets on her wedding night—and just as tasty.

2 ASTONISHING X-MEN OMNIBUS (MARVEL)
Whatever costume craziness was going on—a so-called mutant cure, a sentient Danger Room, an attack by the Hellfire Club and alien would-be conquerors—the best part of Joss Whedon and John Cassaday's run was the reunion of Colossus and Kitty Pryde (issue #1-#6), from the hilarious, long-overdue consummation of their long-standing love (issue #14), to the heart-wrenching decision that shatters their happiness (*Giant-Size Astonishing* #1).

3 BUFFY SEASON 8 VOL. 7: TWILIGHT (DARK HORSE)
One of TV's steamiest couples engages in a trade paperback worth of bumping uglies in this practically pornographic installment from Brad Meltzer and Georges Jeanty. After Angel reveals himself to be Twilight—the supposed big bad throughout *Season 8*—he and Buffy fall back into lust as part of the universe's grand plan to birth a new reality...so naturally, they mate in all sorts of interesting super-ways. Over. And over. And over. Aerially, even!

4 SPIDER-MAN: BLUE (MARVEL)
Mary Jane haters take note. According to Jeph Loeb and Tim Sale's jazz-inspired retro Spider-tale, the redheaded man-eater was always runner-up to sweet and innocent Gwen Stacy in the Peter Parker jackpot. This retro tale paints a touching picture of how soul mates Peter and Gwen felt in love and fell apart amid a turbulent time for Spider-Man—namely an onslaught by his deadliest villains. **TWS**

BEST SELLERS

1 SERENITY: THE SHEPHERD'S TALE (Dark Horse)
By Joss Whedon, Zack Whedon and Chris Samnee. $14.99

SECRET STASH

Jeffrey Brown shares a deleted scene from the upcoming 'Change-Bots Two'!

There's definitely more than meets the eye when it comes to Jeffrey Brown's body of alt-comix work.

He's well known for his unflinchingly honest and touching biographical comics (*Little Things, Clumsy, Funny Misshapen Body, Undeleted Scenes*), but on occasion, Brown's been known to pit a race of warring robots against each other and blow up stuff. No, he's not working on IDW's Transformers comics—he's satirizing the Robots in Disguise in his upcoming *Incredible Change-Bots Two*, the forthcoming sequel from Top Shelf Comics (March, $14.95) that should split the sides of any fanboy who owns a robot toy that turns into a brontosaurus that's also a backhoe.

Brown offered up this exclusive one-page "deleted scene" from *Change-Bots Two* to get your motor revved up for another go-round, and here's what he had to say for himself.

WIZARD: Can you tell us a little bit what Change-Bots Two is about this time around?

BROWN: *Change-Bots Two* is all about more of the same. [*Laughs*] When I finished the first book, I didn't really necessarily think about doing a sequel, I kind of left it open, but more as just a funny way of how those things always leave it open for a sequel. But then I had this idea of following Shootertron, who was left behind in the rubble on Earth after all the other Change-Bots left, and I had this idea of following him where he doesn't remember who he is. And then it just kind of sprung from there and it follows Shootertron regaining his memory. And then the other Change-Bots, through various events, end up coming back to Earth also, and then they just all start fighting again.

Can you tell us why or how the strip that you're sharing with us ended up on the editing room floor?

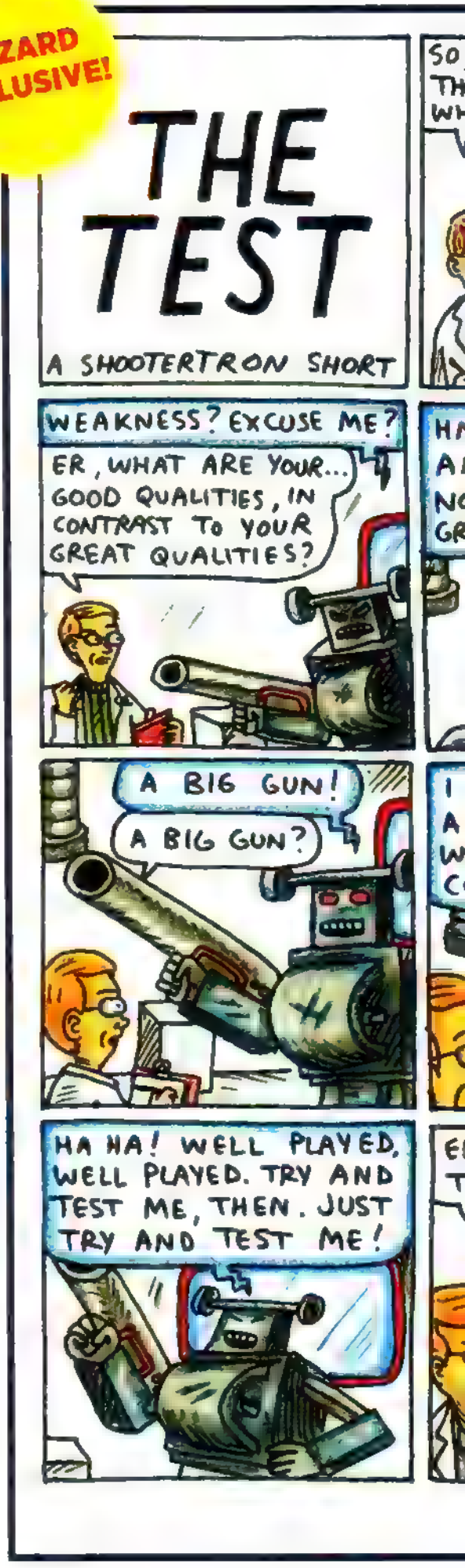
I wanted the book to be the same size as the first book, so it's 144 pages. If it would've made sense, I would've done a 200-page book just with the part of Shootertron on Earth, not remembering who he was, which may have been a little bit of overkill on the joke. So the strip that's for *Wizard* is just kind of an idea I sort of had that, just for reasons of space, didn't really fit into the book. It was kind of like a way I could extend that sequence out a little bit.

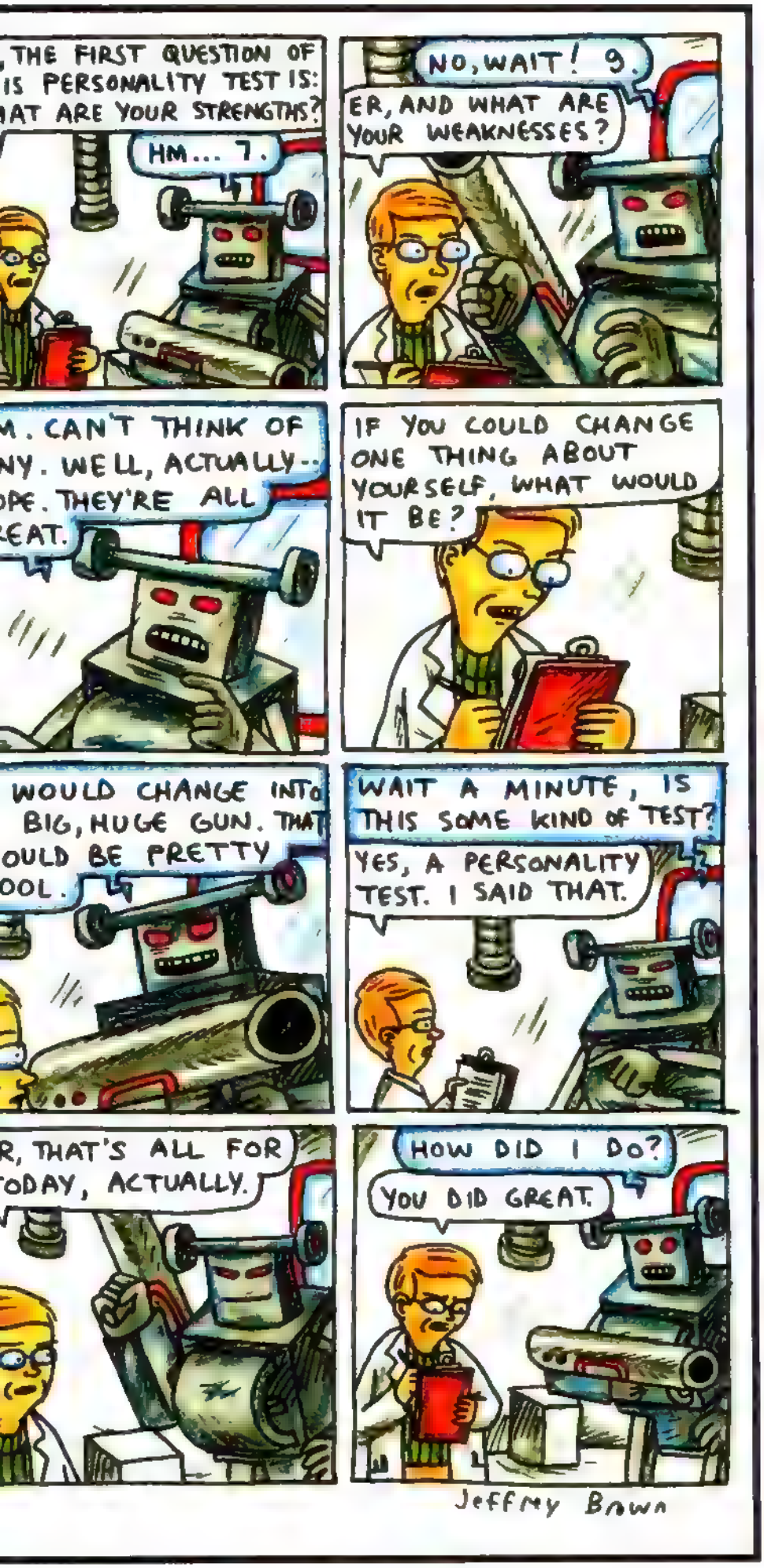
I'm sure the fans are dying to know: What was the process like of replacing Megan Fox for the sequel?

[*Laughs*] Yeah I actually kind of downplay the human love interest angle in this book. For those who have read the first book, they may remember there's a brief kiss on the cheek between Jimmy Jr. and some girl from high school. But in this book—purely robot love in this one.

ANDY SERWIN

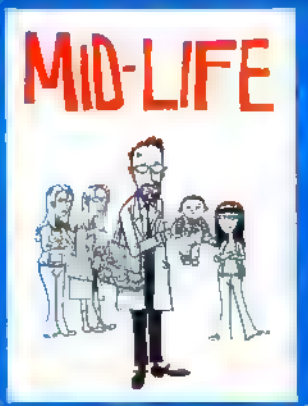
WIZARD EXCLUSIVE!

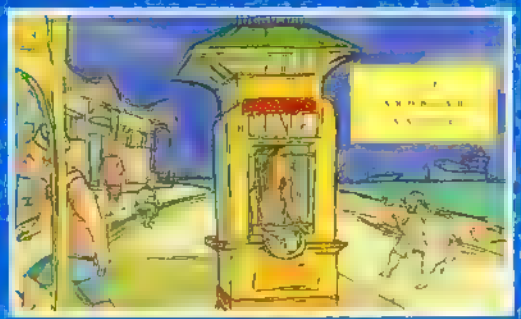

THE TEST
A SHOOTERTRON SHORT
WEAKNESS? EXCUSE ME?
ER, WHAT ARE YOUR... GOOD QUALITIES, IN CONTRAST TO YOUR GREAT QUALITIES?
A BIG GUN!
A BIG GUN?
HA HA! WELL PLAYED, WELL PLAYED. TRY AND TEST ME, THEN. JUST TRY AND TEST ME!


, THE FIRST QUESTION OF
IS PERSONALITY TEST IS:
HAT ARE YOUR STRENGTHS?
HM... 7.
NO, WAIT! 9.
ER, AND WHAT ARE YOUR WEAKNESSES?
M. CAN'T THINK OF
NY. WELL, ACTUALLY--
PE. THEY'RE ALL
EAT.
IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, WHAT WOULD IT BE?
WOULD CHANGE INTO
BIG, HUGE GUN. THAT
OULD BE PRETTY
OOL.
WAIT A MINUTE, IS THIS SOME KIND OF TEST?
YES, A PERSONALITY TEST. I SAID THAT.
R, THAT'S ALL FOR
TODAY, ACTUALLY.
HOW DID I DO?
YOU DID GREAT.
Jeffrey Brown

INDIE PICKS

THE ARCTIC MARAUDER





THE CARDBOARD VALISE

21ST CENTURY FAN-MAN

True-blue geek or poseur chic—meet the new generation of comic fan

TEXT: JAMES WALKER; ILLUSTRATION: BRIAN DOUGLAS AHERN

1. IPHONE: Apps! Apps! You got 'em! You should call someone and tell them! Now if only the iPhone made reliable calls, you'd be all set, Champ

2. IPAD: Surpasses the iPhone in two distinct ways: It's bigger, and even worse at phone calls. But it's perfect if you wanna come off as an elitist techno-snob on the subway.

3. U.P.R.D. SATCHEL: Nice purse, dude

4. STAR TREK SHOES: Who needs girls? You've got Star Trek shoes! Set your phasers to "lonely."

5. RED LANTERN TEE: A great way to show how enraged you are that you followed the last few years of *Green Lantern* Get a "smedium" and wear it tight!

6. XBOX 360: Prop up your self-esteem by getting crushed online by 9-year-olds. Or, if you're any good, crushing 9-year-olds online—bully!

7. PS3: Eventually, a good game will come out for this system (*"Cough" ..DCU Online "cough"*), then you can justify buying this weird-ass Blu-ray player

8. HELLBOY AND IRON MAN MOVIE PROPS: A meta S&M mask and a big red fist—yeah, that's normal

9. 10-INCH ACTION FIGURES: Hey, cool—dolls! Which one says, "Momma"?

10. ABSOLUTE EDITIONS: What better way to show you came to *Watchmen* 10 years too ate than these monsters? Bonus: They're unwieldy enough to thwart bathroom reading time. Win

11. SUPERHERO BOOKENDS: These Absolute Editions won't hold themselves up, you know. Oh wait...yeah they will. Smooth purchase, Ex-Lax

12. CON SKETCH ART: Jim Lee art. Lookit you! You're obviously a fan of the classic masters of comic book art And also, Jim Lee

ART ATTACK: MARKO DJURDJEVIC

We examine the tools of the trade used by the top Marvel cover artist

Best known for:
Marvel cover after Marvel cover—*Daredevil, Thor, Hulk, Dark Avengers* variants, *Captain America, Secret Avengers, Amazing Spider-Man*...you name it.

Software
Photoshop CS3 (Version 10; 2007)

The Digital Leap
"The transition came with me switching over from being a concept and production artist to me being a full-time exclusive artist at Marvel. They assigned me a lot of color work from the get-go, and I just realized that it's gonna be much faster if I work digitally. Not that I'm saving a lot of time on the painting process, because [that] takes about pretty much the same time, but if you have to do revisions on the cover, it's so much easier to make a fix digitally."

Any cons, though?

"Well, you can never achieve the same vivid brush stroke or stroke language that's achieved with traditional media, and I really miss that, but it's simply not an option. If you look at some of the months in the Marvel catalog where I had, like, eight to 10 covers in there, it would be impossible to pull out the same amount of work if I was working in oil or acrylics."

His Process

"It's pretty much the same as if I was painting traditionally. Most of the time, I do my sketches with pencils and paper and I send it off and see what my editors think and what Joe Quesada, the editor-in-chief, thinks and if we have something that we think is worth moving forward with. I take the thumbnail into Photoshop immediately and start painting over it because at this point I [have such a] routine that I can take a simple sketch and just paint right over it. I don't need an elaborate drawing, and the only time I actually do an elaborate drawing is when I either plan on selling it or if I really see the idea as being something so special that it's a picture that I would like to hang on my wall or something for myself. The way I approach digital painting, it doesn't differentiate much from traditional painting. I do use one layer and I paint with brushes that kind of imitate acrylic or oil brushes. I just try to approach it like a real painting, as if I was working on an actual canvas."

Learning Curve

"I looked over the shoulder of my artist friends when I was working in the Massive Black studio in San Francisco [from 2003–2006]," says Djurdjevic who was born and currently resides in Germany. "I mean, everybody was working digitally, and I just took a look at what they were doing and tried to emulate that."

What About Original Art Sales?

"I'm still selling art. I mean, I do pencil drawings; it's just I don't do painted covers that I sell originally. I sell the drawings underneath."

Hardware

24-inch iMac; a Wacom Intuos3 tablet; and some scanner ("I think it might be an Epson. It might be a Canon. I'm not even sure.")

NOH COMMENT!

Superstar David Mack on the past and future of 'Kabuki'

At the ripe old age of 19, David Mack infiltrated the insular world of comic book publishing, successfully pitching Caliber his work in 1992. Inspired by a budding love of Japanese culture he picked up from Japanese students he met at Northern Kentucky University, Mack was able to get his creator-owned *Kabuki* series published a year later. Besides numberous Kabuki projeccts, he would later go on to create fan-favorite chraracter Echo during a seminial run on *Daredevil*. In honor of his appearance at Wizard World Miami Comic Con on Feb. 26-27, Mack painted Wizard a picture of the inspiration behind his most famous character and what's next on his drawing table.

WIZARD: Where did* Kabuki *come from, considering Kentucky is on the other side of the Earth from Japan?

MACK: I wanted to have a creator-owned book that was personal and incorporated my passion for learning and experimentation and explorations of life. I was a big fan of autobiographical comics like *American Splendor, Crumb*, Joe Matt's *Peepshow*. But I didn't feel un-self-conscious enough to do a fully autobiographical comic at that time. So I decided to write a story where I would make the surface details very different, make the protagonist a different gender, set it in a different part of the world. That way I could tell personal stories through a veil. It gave me an outlet to work out personal things that I was going through at a young age: the death of my mother, the formation of self, becoming an adult—the book became a laboratory for me to attempt to make sense or order of all the things I was experiencing.

***Would you consider writing and painting more mainstream comics after your experiences on* Daredevil?**

I had such a wonderful time writing *Daredevil*. That was my first work for Marvel, writing *Daredevil* with Joe Quesada on art. Joe gave me a lot of freedom to be expressive as a writer on a Top 10, mainstream book. I'd be happy to write other iconic mainstream characters that I can be expressive with. Currently I'm co-writing another Daredevil story with Brian Michael Bendis. I had a blast creating Echo for that story with Joe Quesada. I enjoy that 10 years later, Echo had become a hero in the No. 1 mainstream book of the Marvel Universe. Some Marvel editors have suggested the idea of me doing an Echo series. I have a great approach for that in a way that spotlights her abilities of pattern recognition in a manner most people don't think of them. She's basically a walking Rosetta Stone that can interpret the pattern in anything and replicate it fluently, be it physical, visual, academic or conceptual.

One of your contributions to Marvel was recommending Bendis to Joe Quesada in the pre-*Ultimate Spider-Man *days...

Yeah. Joe and I were doing the covers to *Daredevil* together at that time. I'd send him a layout idea, he'd draw it, [Jimmy] Palmiotti would ink it, they'd FedEx it to me to paint it. I sent back a *Daredevil* cover and included some books of Brian's *Torso* comic in the FedEx box with the finished DD cover. I told Joe that this was my best friend and he does some great work and for Joe to give it a read. Joe liked Brian's writing immediately. He asked us to do a project together. We did the next *Daredevil* story ("Wake Up"), which was Brian's first writing for Marvel with me drawing and painting the story. That *Daredevil: Wake Up* script got him the offer to write *Ultimate Spider-Man*.

Where does the "Kabuki" series stand with Fox Animation right now?

Fox bought the option for *Kabuki* four times. The first time was with the idea of doing it as an animated film. After that it was planned as a live-action feature film. Ultimately, there was some changeover in the executives that I was working with and I didn't really feel like we ended up on the same page. So when the last option expired at Fox, I didn't sell it to them again. Since then, I've received interest from other studios and producers, and I'm currently considering the right home for the Kabuki film so we make the right film and not the wrong one.

What are you working on right now?

I'm co-writing a new Daredevil story with Brian Michael Bendis. Bill Sienkiewicz and Klaus Janson are the primary artists; me and [Alex] Maleev also contributing. I have more Kabuki stories outlined, such as stories on the other Noh operatives, but after recently completing *Kabuki: The Alchemy*, I want to do some other creator-owned projects next. I'll be doing one with Bendis, and I have written some new children's books, and I've been asked to write a sequel to my kids book, *The Shy Creatures*. And I just finished a series of animated episodes of "Dexter" for Showtime that I did with Bill Sienkiewicz. You can see them all online at ***http://davidmackguide.com/news/2010/11/08.shtml***

Special holiday buyers' guide!

NOBLE PRIZED

'Fringe' finale shows an added dimension

BY DANNY SPIEGEL

We already knew John Noble was good. His nuanced portrayal of way-out-there scientist Walter Bishop has been the heart as well as the subtle comic relief of "Fringe" since the first episode. But we didn't really know how good Noble was until we witnessed the startling contrast between the Walter we know and love and his ruthless doppelganger from the alternate reality. Bold, intimidating, cunning and boasting a head of combed hair—pretty much everything our version isn't. *Wizard* recently spoke with Noble about this unique acting challenge, the travesty of his Emmy snub and what we can look forward to for the remainder of the season.

WIZARD: When you play Walter, you have to wear the mandatory cardigan sweaters, so do you feel more like a badass wearing Walternate's double-breasted suits?

Yeah, it's a good costume technique for me because with Walter, I chose to play him sort of slumped over and a beaten man, and with Walternate, of course, I was able to straighten up. Walternate is about two inches taller than Walter. Walternate has become much more the soldier. He's very fit.

Were you relieved that Walternate doesn't require the "crazy man" hairdo?

Oh sure. I always get a haircut just before we do a Walternate episode. But I remember when I got the role, the first episode, [my hair] had to be fairly long because it was in St. Claire's [Psychiatric Hospital]. It was long and unruly hair. And I [told the producers], "Please, please, please let me cut my hair, people keep throwing coins at me and telling me to get a f---ing haircut." [*Laughs*]

We interviewed exec producers Jeff Pinkner and Joel Wyman last month and Joel said, "John's in great shape. He is actually something of a boxer."

I used to do a little boxing when I was a kid in Australia. Australian kids play every bloody sport. But later in life I did judo and then later I did tae kwon do. I did that really because my son wanted to go and so I went along and really enjoyed it.

The producers said recently that you're going to revisit the story from 1985 in which Walter abducted Peter from The Other Side...

I'm looking forward to it enormously [but it does] require physical and mental preparation to play back. It'll also be grand to have Orla Brady, who plays the wife, back with the company again And both Walter and Walternate will be seen in that 1985 version and I think not seen the way you might expect. I think that people may be surprised about what Walternate was like back then against what he's like now. You'll start to see some more humanizing aspects of Walternate, that he's not just a two-dimensional monster at all

He's a three-dimensional monster?

Yes, possibly so. And that's fine, I don't mind that, but we need to humanize him a bit.

What other dangling threads need to be addressed?

We still need to deal with how come it was that Walter started to experiment with Cortexiphan on children. We actually have to go there, because there's so much reference to it And the Olivia character is so much based on those events and the other characters we've had coming through from time to time. So I'm hoping that we'll deal with that at some time in there as well

You're another generation than some of your costars. Are there times that you feel that?

Yeah, they're more like my kids' ages. And to some extent I care for them in the same way. I do feel fairly paternal towards both [Anna Torv and Joshua Jackson]. But they're beautiful people, so it's not a hard thing to do. And, in fact, Jasika Nicole [who plays Astrid], she calls herself "the littlest Noble" because she has become very close to my wife as well.

How did that come about?

Oh, they just started to get together and watch "Fringe" together on Thursday nights because they're both fans of watching the show, which is great; that doesn't always happen. And they've just become really close.

If Wizard could somehow address all the members of the Television Academy that denied you an Emmy nomination last year, would you be okay if we just told them to go suck it?

[*Laughs*] Oh, dear God. [*Laughs*] Thank you, my friend. Oh lord. So many people were very cross about that, I think. It's not so much for me but for the fact that the whole genre gets ignored and that their favorite show got ignored completely. But thank you [*Laughs*] Thank you for that

AN 'ALL STAR' IS BORN

Bruce Timm provides a first look at DC's latest straight-to-DVD masterpiece

It's not that animation king Bruce Timm didn't love Grant Morrison and Frank Quitely's Eisner Award-winning *All Star Superman*—he calls it his "favorite Superman comic ever"—the task just seemed too enormous to leap in a single bound.

Every time the subject of adapting the story for DC Universe's straight-to-DVD line came up in meetings, Timm was skeptical that the story—one so episodic, without a clear beginning, middle or end and filled with so many of Morrison's patented brain-rattling concepts—could be inaccessible to first-timers.

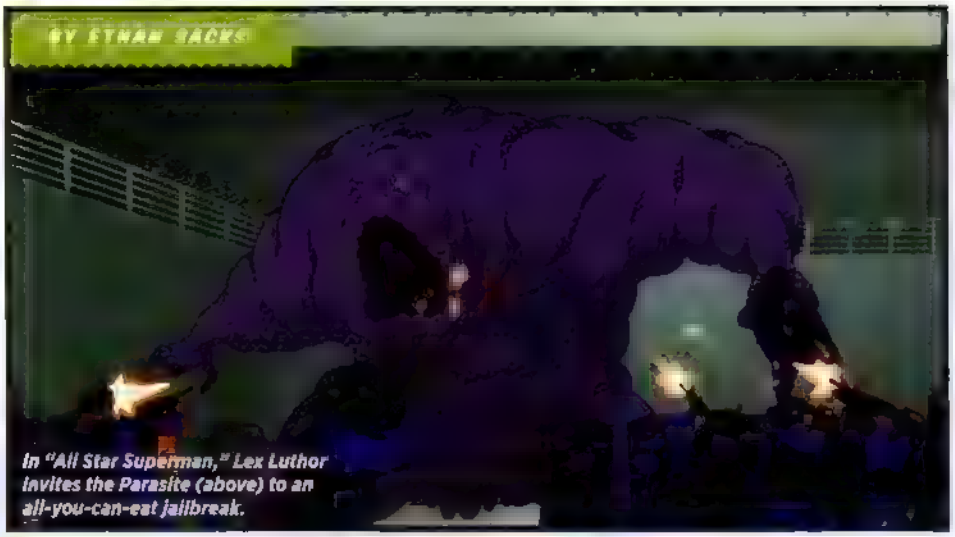
"Sometimes Morrison speaks in a language that only he and quantum physicists would understand," Timm says laughing.

But he let screenwriter Dwayne McDuffie ("Justice League Unlimited") take a swing anyway. "With his first outline he cracked the code," says Timm. "He figured exactly what to keep and exactly what to throw away. So from that point on, I was sold on it."

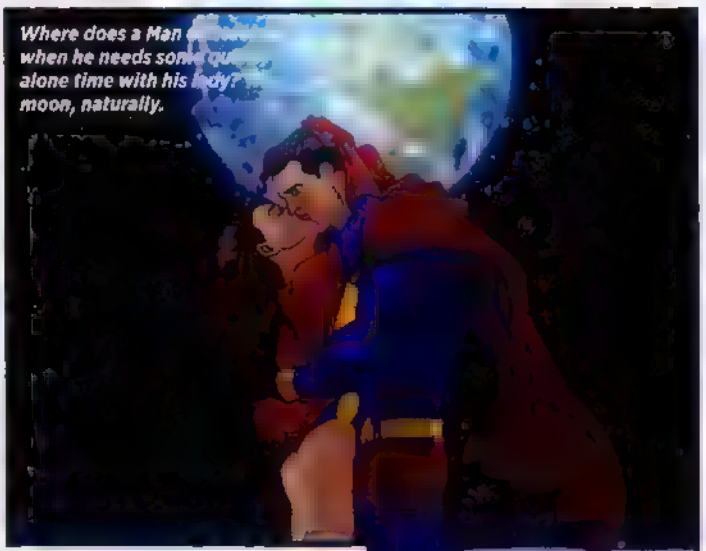
Timm and director Sam Liu ("Justice League: Crisis on Two Earths") knew the heart-breaking story wouldn't mean anything without the right heart, so they moved faster than a speeding bullet to sign up "Desperate Housewives" actor James Denton to voice the Man of Steel.

"He is Superman in real life, he's the nicest guy you'd ever want to meet, just decent to the core" says Timm. For Lois Lane, they scored the coup of Christina Hendricks of "Mad Men" fame, while "Without a Trace" star Anthony LaPaglia puts his criminal profiling skills to good

BY ETHAN SACKS



In "All Star Superman," Lex Luthor invites the Parasite (above) to an all-you-can-eat jailbreak.



Where does a Man [illegible] when he needs some qu[illegible] alone time with his lady? moon, naturally.

Super-jerks from Krypton show up to make trouble for Superman.

use as Lex Luthor.

The resulting movie, "All Star Superman"—in stores Feb. 22 in a two-disc BluRay special edition pack for $24.98 or on a single DVD for $19 98—is a 70-minute thrill ride that tells the story of a dying Superman: The Man of Steel, tricked by arch-nemesis Lex Luthor into enduring an overdose of solar radiation during a doomed rescue mission to the sun, must prepare himself for one last feat of heroism. Just how awesome is it? Check out the exclusive first look photos from the film for yourself.

Timm may be responsible for killing off Superman for a second time (after 2007's animated "Doomsday" film), but the producer can't help but feel this sends the hero off in the grandest of styles.

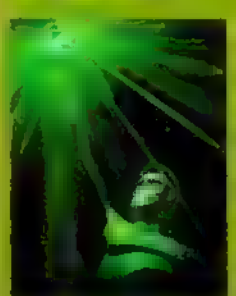
"Superman's presence on Earth actually makes the world a better place. Him just being here elevates everyone else," says Timm. "That's one of the things he struggles with during the course of the story...and he worries when he's gone, what's going to happen to the world."

'TOON TEASERS

Bruce Timm gives the rundown on the other DCU projects in the pipeline

"Just like the comic, it's very much set in the real world, even more than the Christopher Nolan movies. There's no science fiction in this movie. There are no larger-than-life elements at all. Even BM's gadgetry is very low tech, even by 1986 standards [when the Frank Miller and David Mazzucchelli's classic series was first published]. There's no Batmobile; there's no Batcave; there's no Bat-signals. He's literally a guy in a cloth suit, with a couple of small gadgets doing his best to beat the crap out of crime."

"It's just a really good opportunity for us to go outside the Hal Jordan box. There's all those characters in the GL Corps universe that doing the anthology format like we did with 'Gotham Knights' really allowed us to explore some of these other characters. And we're including the famous Mogo story by Alan Moore and Dave Gibbons."



"I would be shot tomorrow if I talked about it. But it's going to be great. If we play our cards right, it's going to be unlike anything you've ever seen. We're planning on premiering it as a special next fall and then the series will start early 2012."

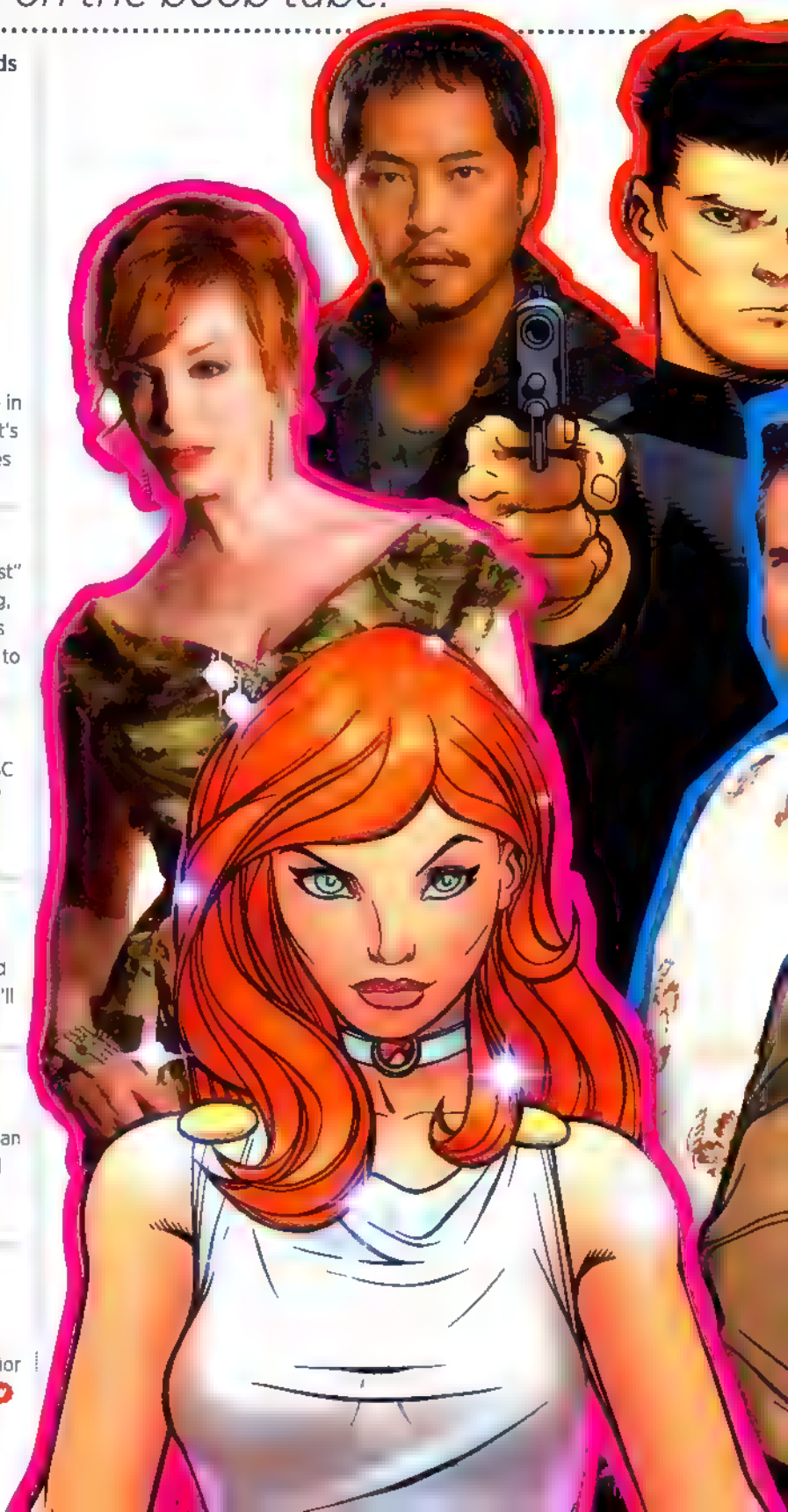
CASTING CALL
BY THE WIZARD STAFF

AGENTS OF ATLAS

We wanna see Marvel's kooky crusaders kicking ass on the boob tube!

One of Marvel's best new concepts to hit the stands in a decade, Jeff Parker's Agents of Atlas (aka *Atlas*) may be on comics hiatus right now, but we think it deserves a shot on your local cable provider courtesty of Marvel's TV division!

While this tale of 1950s era adventurers posing as a super-criminal organization to combat evil in the present may not boast an A-list character lineup, we've come up with a geek-approved Casting Call that does this quirky, action-packed super-story justice.



CHRISTINA HENDRICKS as VENUS

If there's one woman on Earth who can stop any red-blooded male in his tracks just by opening her mouth like the siryn of myth Venus, it's "Mad Men" hottie Hendricks. (Although truth be told, her high notes are irrelevant compared to her powerful "lungs.")

KEN LEUNG as JIMMY WOO

Leung—whose turn as psychic trouble-finder Miles Straume on "Lost" earned him major geek cred—would nail the part as the fast-talking, silky smooth super-spy who spurns S.H.I.E.L.D. to head up the Atlas conglomerate, a corporate front for the criminal empire he's trying to redeem

NICHOLAS BRIGGS as M-11

Not familiar with Briggs' vocal stylings? You must not get much BBC in your cave dwelling. Briggs has done the voice of "Doctor Who's" Daleks since 2005. Who else has the electronic monotone required to voice the Agents' killer robot?

RYAN HANSEN as THE URANIAN

Hansen not only has the shaggy blond all-American California boy look required for the Agents' resident alien telepath, but he showed off a dark streak in both "Veronica Mars" and "Friday the 13th" that'll come in handy for action sequences.

BRUCE CAMPBELL as GORILLA MAN

With a mix of simian CGI and a fictional holographic projector, cult superstar Campbell ("Burn Notice") would go ape playing Ken Hale, an Indiana Jones-style soldier of fortune who's cursed with an immortal gorilla body—and he wouldn't even have to lose "The Chin" for the whole movie

ZOE BELL as NAMORA

Thanks to her total badassery and uncanny resemblance, the stuntwoman-turned-actress from "Death Proof" would drive away with the part of Namora, the Agents' heavy hitter—an Atlantean warrior queen with superpowers that rival Hercules, Sub-Mariner and Thor

In "Camelot," young King Arthur (Jamie Campbell Bower, right, with Joseph Fiennes) wears a chastity [illegible] made of chains, leather and lion.

HAIL TO THE KING

'Camelot's' monarch on swords, sex and vampire babies

"This is definitely not 'Spartacus,'" explains Jamie Campbell Bower of "Camelot," a re-imagining of the King Arthur legend that premieres on Starz in the spring. Despite being on the same network and featuring swords with period attire, viewers should not expect blood geysers and decapitations. "Yes, there is sex," he says, "but this is a character-driven story."

With that out of the way, the 21-year-old Bower was happy to be quizzed on becoming royalty—along with having roles in some of the most successful franchises in theaters ("Twilight," "Harry Potter"). JAKE ROSSEN

WIZARD: With roles in "Potter" and "Twilight," you could argue you're going to have some of the more lucrative box office stat sticks in Hollywood.

BOWER: You're flattering me. You're saying I've brought everyone to see these films. [*Laughs*] My role in "Potter" [as Gellert Grindelwald] is minimal. I'm proud of it, of course. It just happened this way.

The Arthur legend has been told multiple times onscreen. Does picking up the story when he's still more or less a kid help yours stand out?

Most definitely. What's so fantastic is, as I develop in the role, the character develops as well. So when we meet him, he's confused. But as the series progresses, we see this teenager and young man develop into this maturity. From episodes one to ten, it's a complete transition, both in look and in speech and in tone. This is not a show you can just watch one episode of.

How would you describe the dynamic with Joseph Fiennes' Merlin?

Fraught with tension. Then they end up having a mutual understanding of each other's intelligence. Merlin is sort of an Obi-Wan Kenobi, very much a father figure to Arthur.

Is the sword stuff starting to hurt?

Loads. There's rarely a day I don't come out with a scratch. I nearly killed a stuntman. Well, I didn't nearly kill him—I hit him with a wooden sword last week and that went terribly wrong. That's the price you pay for being boys with toys.

I was being a little bit overzealous with my choreography and decided that instead of pretending to slash his throat, I should actually attempt to kill him. So he went home with a lovely red bruise.

You're also playing one of the Volturi, Caius, in the final two "Twilight" films. Have you read Breaking Dawn? It's kind of out there, no?

I have, yes. Honestly, I couldn't tell you as to whether the movie will be more out there than the others. What it offers is a whole lot more stunt sequences and a whole lot more fighting-based stuff, which is exciting.

This might be your only chance to act opposite a vampire baby.

Exactly! It's my only chance to try and kill a vampire baby.

VIDEO REWIND

SPIDER-MAN AND HIS AMAZING FRIENDS

THE ORAL HISTORY

TEXT BY PATRICK JANKIEWICZ
ORIGINAL ILLUSTRATION BY COJO

For decades, the Amazing Spider-Man used to be the ultimate loner. But the Webhead swung into the go-go '80s by moving in with a couple of mutants. That was the premise for the cartoon "Spider-Man and his Amazing Friends," a half-hour NBC animated show that debuted in 1981 and produced 24 episodes that ran till 1986. Marvel Productions' answer to the long-running DC 'toon "Super Friends," "Amazing Friends" was the first time Marvel characters such as Wolverine, Shanna the She-Devil, Shocker, Swarm and others were seen in mass media outside of comics. Thirty years after "Spider-Man and his Amazing Friends" captured fanboys' imaginations, our intrepid reporter has assembled the main players from that seminal animated series to look back on one of the most influential 'toons to ever burn its way into the fanboy consciousness.

In the series' first episode, "Triumph of the Green Goblin" (Sept. 12, 1981), Spider-Man and mutants Firestar and Iceman take down the Green Goblin; later, in "Origin of the Spider-Friends," we learn the three heroes first teamed up to save Tony Stark from The Beetle. They work so well together, the trio forms a team. "Since Spidey has the most experience...and we're all friends, how about The Spider-Friends?" Firestar asks.

RICK HOBERG, SERIES ARTIST: "NBC wanted to call it 'Spider-Friends' because they wanted the show to be like the original 'Super Friends.' But Hanna-Barbera and ABC were never gonna stand for that, so it became 'Spider-Man and his Amazing Friends.' That's why they would say 'Spider-Friends, go for it!' every episode."

DONALD F. GLUT, SERIES WRITER: "I loved the crossovers with other Marvel characters, a practice I introduced to the series. The ones I liked best were the scripts co-starring Captain America, Sub-Mariner and the Black Knight. I was trying to bring in as many other Marvel characters as I could, which I thought the fans would enjoy."

The series' set-up had ESU students Peter Parker (Spider-Man), Bobby Drake (Iceman) and striking redheaded co-ed Angelica Jones (Firestar) rooming together and fighting crime. Not that this was a raunchy, "Three's Company" scenario: They lived with Peter Parker's Aunt May and Angelica's nauseatingly cute dog, Ms. Lion. Spidey's elderly aunt had no idea when the football trophy was moved in the rec room the whole place would transform into a crimefighting Spider-Lab—which they never used!

DONALD F. GLUT, WRITER: "It always bothered me that three teenagers—who were usually broke—could outfit their room with all that hi-tech stuff."

RICK HOBERG, SERIES ARTIST: "Having Ms. Lion on the show killed me. I hated her, but I know some people like her. She was extraneous comic relief, when comic relief should be built into the characters. Most of our humor on the show came from Bobby Drake! What did we need the dog for?!? [But] we could not get rid of her—[then NBC President Fred] Silverman wanted her and he would not let us drop the dog!"

FRANK WELKER, VOICE ACTOR (ICEMAN): "Yes, I was Ms Lion. I think I got the part because no one else in the cast raised their hand when they asked for someone to voice the dog!"

Spidey and Iceman were already comics mainstays, but Firestar was created specifically for the cartoon. Long before Harley Quinn jumped from "Batman: The Animated Series" to DC Comics continuity, Firestar was added to Marvel's publishing stable: Chris Claremont introduced her to the Marvel Universe in The Uncanny X-Men *#193. She also got her own miniseries and later became a member of The Avengers and The New Warriors.*

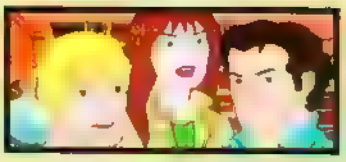
KATHY GARVER, VOICE ACTRESS (FIRESTAR): "I was very proud when she got her own action figure and comic books. When I go to comic cons, I bring the Firestar comics so people can see where she started. Firestar is a terrific character. I like her because she has a great body—wish I had it—as well as a great heart and great powers. "Of course, my favorite episode is 'A Firestar is Born!' because we finally get Firestar's origin. But we fought everybody on the show—Doctor Doom, Green Goblin, The Shocker. In one Halloween show, I almost married Dracula!"

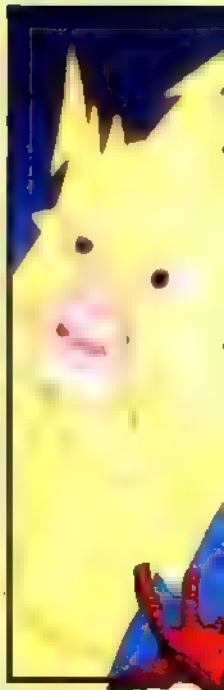
Although the breakout new character from the series, Firestar almost never got started—her role was originally slated to go to another fiery Marvel hero.

DAN GILVEZAN, VOICE ACTOR (SPIDER-MAN): "Kathy's role was originally gonna go to a male—it was gonna be the Human Torch! The producers thought children would watch this and think it was a great idea to set yourselves on fire."

DONALD GLUT, SERIES WRITER: "She was kind of 'hot,' in more ways than one. I assume girls liked her because she gave them someone with whom to identify. Boys liked her because she was drawn fairly sexy—in fact, at first, too sexy. The network censor came in at one point and told us that the artists had to place less emphasis on her figure!"

RICK HOBERG, STORYBOARD ARTIST: "For Angelica Jones and Firestar, Stan [Lee] really wanted to see a 'John Romita Girl,' so he called John personally. John sent out basic drawings of a girl, and I was able to work over the Romita roughs and idea drawings to get that feeling after I designed her costume. The epitome of the John Romita Girl is Mary Jane Watson. Firestar is based on Mary Jane completely! That was in my head when I was working on her."

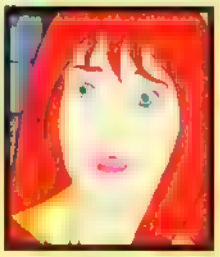


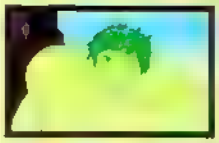


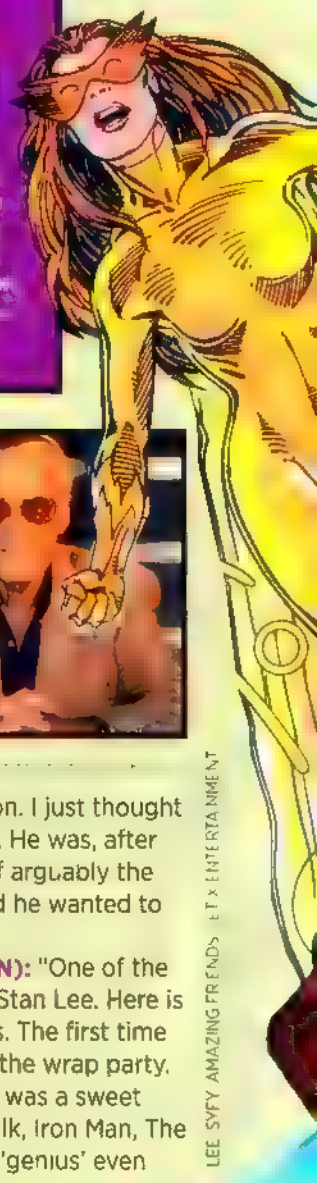
Bobby Drake, Angelica Jones and Peter Parker (top left) were the so-called "Spider-Friends," who appeared in their own Marvel comic after fighting the likes of Electro, Doctor Doom and the Green Goblin (at right) on the NBC series. Ms. Lion (center), however, was best left at the pound.

ANIMATION SITUATION

When "Spider-Man and His Amazing Friends" debuted in 1981, DC Universe's Bruce Timm, the man who revolutionized superhero cartoons with "Batman: The Animated Series" and "Justice League Unlimited," was working as a layout artist on Filmation's craptastic "Blackstar"...Future live-action Spider-Man Tobey Maguire had just turned 6 (!)...And Julian McMahon, "Nip/Tuck" star and Dr. Doom in the "Fantastic Four" movies, confesses: "I was getting up early in Australia as a child to watch 'Spider-Man and his Amazing Friends!'" n!







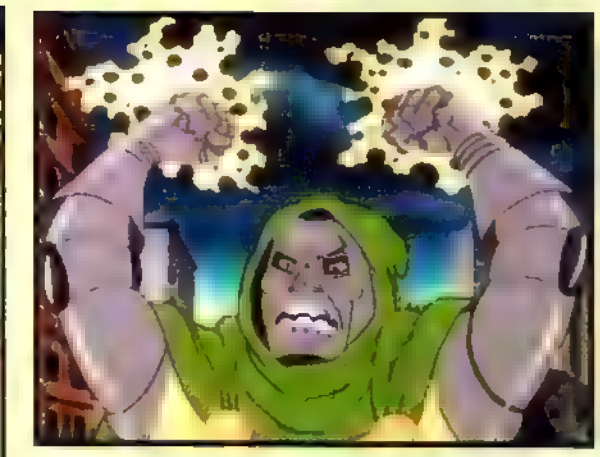
The first season featured an anonymous narration by voiceover artist Dick Tufeld (Robot on "Lost in Space"), but Marvel was eager for its first big venture into the movie/TV medium to capture the flavor of the comics, so Marvel legend Stan Lee joined the production and narrated 15 episodes.

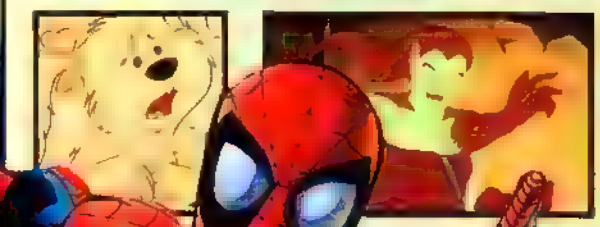
STAN LEE, NARRATOR: "A lot of people tell me their first exposure to me, Marvel and Spidey was from that cartoon. They said having me narrating was like me introducing them to Marvel!"

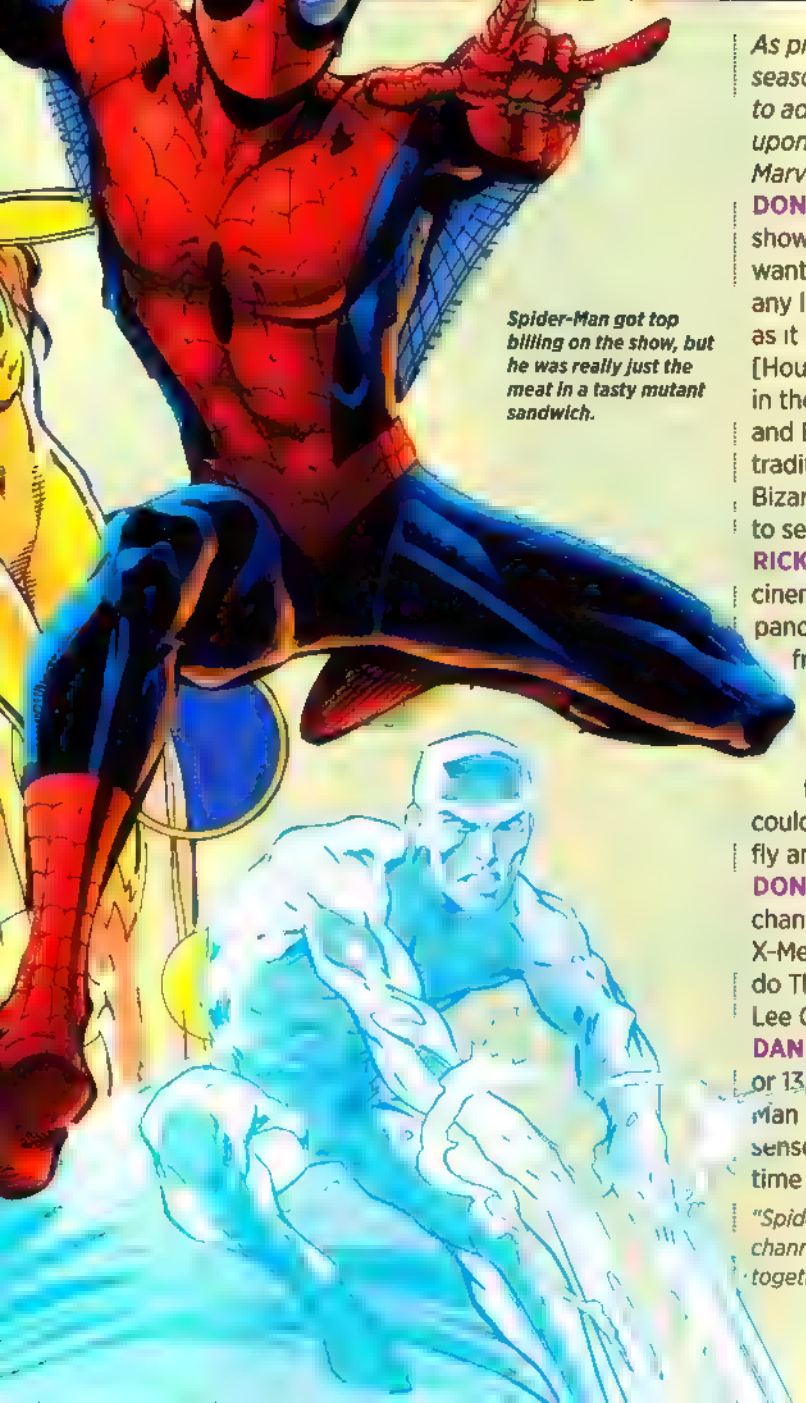
FRANK WELKER, VOICE ACTOR (ICEMAN): "That amazed me. Stan Lee was an enigma wrapped in an enigma. I was not a big comic book guy, but of course I knew who he was, and in retrospect, I did not have the proper reverence for the man that I do now. Stan Lee is an industry icon. I just thought it was weird that he wanted to do voiceovers. He was, after all, the king of comics and a genius creator of arguably the biggest movie characters we have going...and he wanted to announce our show?!?"

DAN GILVEZAN, VOICE ACTOR (SPIDER-MAN): "One of the high points of the show for me was meeting Stan Lee. Here is Stan Lee, an absolute legend to us genre fans. The first time I actually met Stan was when he walked into the wrap party. He was wonderful, took us into his office and was a sweet man. My God, he created Spider-Man, The Hulk, Iron Man, The Fantastic Four—shall I go on? Does the word 'genius' even encompass what he did?"

LEE SYFY AMAZING FRIENDS ET x ENTERTAINMENT







Spider-Man got top billing on the show, but he was really just the meat in a tasty mutant sandwich.

As production on "Amazing Friends" continued into its second and third seasons, the fanboy writers behind the scenes made superheroic efforts to add more Marvel characters to the mix, while the animators took it upon themselves to influence the visual look of the show to be more Marvel-ous.

DONALD GLUT, SERIES WRITER: "Stan Lee had two agendas with the show: He wanted to see these characters done properly, but he also wanted to get them in front of the public, because they weren't having any luck doing that. 'Spider-Man and his Amazing Friends' was as good as it was gonna get at the time, but with guys like Rick [Hoberg], Larry [Houston], Will [Meugniot] and I, we got as many Marvel characters in there as we possibly could, like Norman Osborn/The Green Goblin and Dr. Doom. The original 'Super Friends' stayed away from all the traditional villains. They later realized Lex Luthor, the Legion of Doom, Bizarro and Cheetah were a great source of material. We really pushed to see the original characters used over creating corny new ones."

RICK HOBERG, SERIES ARTIST: "We wanted a more ambitious, cinematic approach than you saw in most cartoons: better action, panoramic shots. Because it was Spider-Man, we wanted to see him from interesting cinematic angles, like he was in the comics. We were tired of the usual framing shots, where Bugs Bunny enters from Stage Left, Daffy Duck from Stage Right and they have their conflict in the middle of the screen. The original animators got that from vaudeville. For 'Spider-Man and his Amazing Friends,' we could do arial shots, up-shots—we had characters who could swing and fly and it was important to reflect that."

DONALD GLUT, SERIES WRITER: "[Firestar] and Iceman gave [us] a chance to push all the other Marvel characters in there, including the X-Men. That's how we got them on the show. We kept saying, 'You gotta do The X-Men, Iceman's an X-Man!' We were total fanboys. [Producer] Lee Gunther knew this and humored us."

DAN GILVEZAN, VOICE ACTOR (SPIDER-MAN): "I remember being 12 or 13, riding my bicycle to the Rexall Drug Store to buy the latest Spider-Man comic books. To actually play him and say things like 'My spider-sense is tingling!' was unbelievable to me. I still dress in spandex from time to time and bound around the living room."

"Spider-Man and his Amazing Friends" can be seen on the Disney XD cable channel. Season 1 is available on a shoddy DVD set, and Season 2 & 3 can be had together on a Region 2 DVD (which is not compatible with U.S. players).

DIGITAL DIVAS

In the spirit of Valentine's Day, we power up the five all-time biggest heartbreakers in video games

If you're a hardcore gamer and you're a dude, you've grown all too used to getting your heart broken by the fairer sex. (Unless you've found that special someone's who's actually impressed with your achievement trophies). And for some of us, even the girls that will pay attention to us—that is, those who appear in our favorite video games—manage to toy with our fragile emotions. (Man, we need to get out more...)

With that in mind, here's a rundown of the five video vixens who, over the years, have known exactly how to press our buttons and break our hearts into a gig's worth of microscopic pixels.

LARA CROFT ('TOMB RAIDER' SERIES)
The original digital heartbreaker recently got a new millennium update, actually making her even hotter. That said, guys, unless you're the filthy rich adventurous type, willing and able to fight dinosaurs and search for treasures in highly dangerous locales, then Lara—Mizz Croft if you're nasty—is waaaay out of your league.

KITANA
('MORTAL KOMBAT' SERIES)
Let's face it—a chick in a leotard and a ninja mask gets our attention, and when you add to the fact that she can kick all kinds of mythical ass, that only makes her hotter. That said, even if you did manage to actually impress Kitana, her kiss is deadly—literally, as those who've gotten even a peck on the cheek learned when their heads blew apart.

PRINCESS PEACH
('SUPER MARIO' SERIES)
Nothing defines the term "Heartbreaker" like a girl who plays hard to get, and no video game vixen better personifies unattainable than Princess Peach. Seriously, if it's not eight levels of angry mushrooms and turtles throwing hammers at you just to find out "oh, homegirl's not even here, she's in some other castle," then she's trying to run you off the road in a damn go-kart!

MORRIGAN
('DARKSTALKERS' SERIES)
Some guys actually dig a—shall we say, demanding and opinionated—girl. But there's "scientific-terms-for-female-dogs," and there's straight-up Succubuses (Succubae?) like Morrigan. Which begs the question: Would you be with a creature capable of literally sucking the lifeforce out of you if she was as hot as this? The jury's still out, if you ask us.

CAMMY
('STREET FIGHTER' SERIES)
There's something about a girl in uniform that just speaks to us—especially if it's a skimpy little number with camo-patterned stockings and a military-style beret! And when they have the extra-added bonus of a mysterious, nefarious past, well, consider us smitten. Never trust some thick thighs and a scowl, that girl is poison!

STORM'S A'BREWIN'

Writer Rick Remender [illegible] upcoming first-person [illegible]

Best weapon upgrade in Bulletstorm*? That's gotta be the Blue Flame Crotch Gun.*

WIZARD:* Bulletstorm (Feb. 22 | $59.95 | PS3 & PC) *marks your second foray into video game writing, this time as a lead writer. What exactly does that entail?

REMENDER: When I started on the game, there were a few things already in place: the planet, the city, some of the beasts. But I had a hand in developing the characters, the universe and the story, and obviously wrote the majority of the dialogue. The tone, in terms of the B-movie schlock dialogue, felt natural given that these guys are scurvy space pirates. I think that's where you'll find most of my sensibility.

Beyond the one-player campaign, I also wrote Sarrano's lines for the multiplayer, basically the general insulting you when you win or lose.

Most fans reading* Wizard *obviously know you from your comic work (*Fear Agent, Punisher*)—will they get a different Rick Remender than they're used to?

The tone of *Bulletstorm* is very similar to my creator-owned books *Black Heart Billy* and *Fear Agent*. As for what I could get away with, Adrian Chmielarz, the game designer, was a fan of *FA* and *BHB* which is why he hired me, so I had a great deal of freedom and trust in my approach. Adrian knew what he was getting with me, although I'm not sure if everyone else was aware of what I would do. It's been very nice to be requested to write in a style, which is very close to my own voice. After a couple of scripts in, everyone fell in love with my colorful and juvenile approach to the dialogue and we just leaned into the idea.

Can you tell us anything about the storyline in* Bulletstorm*? Is there even a story? Most previews of the game make it seem like a grindhouse, kill-people-creatively type of game.

There is a story, obviously the story is there to service a fun video game, but there is a story, and beyond the blue/campy dialogue it's got real payoffs and character building. It's not Shakespeare, but you do care about the characters and their plight and you do see them develop throughout the game, and hopefully you'll want to see them succeed and survive. There are human moments for sure; the game has more heart than has been advertised up til this point.

What did you look at in terms of inspiration for the game?

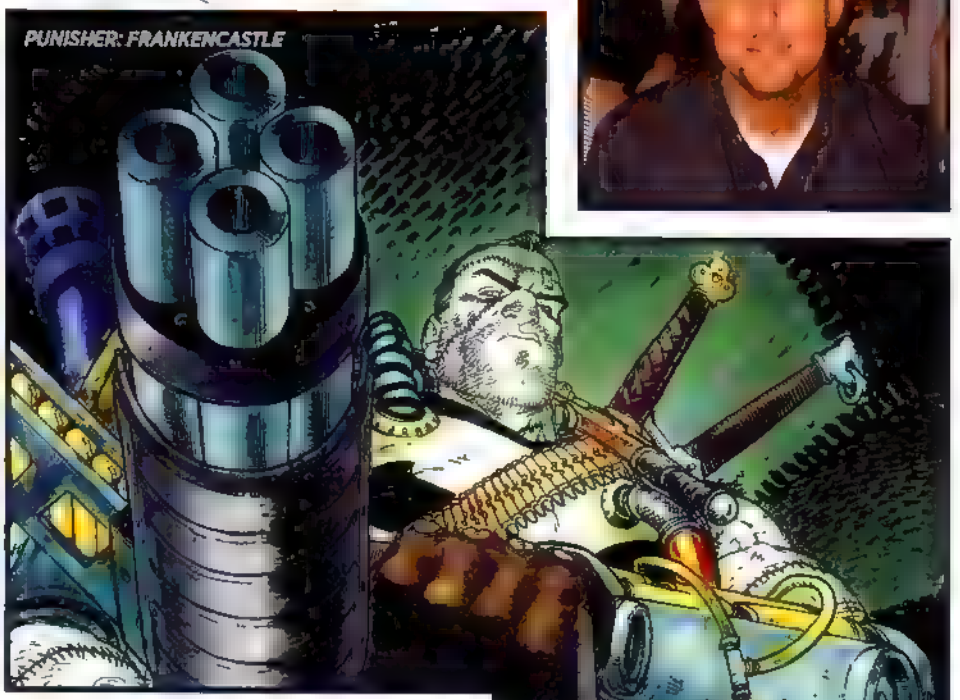
I leaned into my love of things like "Big Trouble in Little China," "The Evil Dead," "Treasure Island," "The Toxic Avenger"—all sorts of stuff. I listened to a lot of Mastodon, 3 Inches of Blood and Amon Amarth while I was writing this, a lot of metal for the rock-n-roll factor. I just wanted to let myself cut loose and write as much crazy sh-- as I could; I found metal to be the appropriate soundtrack.

Are you a gamer yourself? Will you be playing* Bulletstorm *online?

Yeah, I'm part of the video game generation. I grew up with the Atari and have been playing everything

"I JUST WANTED TO LET MYSELF CUT LOOSE AND WRITE AS MUCH CRAZY SH-- AS I COULD; I FOUND METAL TO BE THE APPROPRIATE SOUNDTRACK."

—RICK REMENDER



since. I will be playing *Bulletstorm* online, hopefully with some friends. The multiplayer looks fantastic, a hell of a lot fun.

Should there be a* Bulletstorm *2, do you already have ideas in mind in terms of story?

Obviously I'm not allowed to divulge any details, but I do have ideas, as do the developers. There are some very exciting things that we've been discussing.

Bulletstorm* *lead character Grayson Hunt versus The Punisher, Frank Castle—who wins?

Society.

You've worked in animation, comics and games—in other words, you're living the fanboy dream! Do you have any advice or tips to give aspiring writers and artists?

It might sound trite, but the only way you can succeed is to continue to produce comic books. Be it on your own or with a company, you simply don't stop no matter what. While making a living working in animation and video games, I produced in and around 20 creator-owned graphic novels worth of material, most of them without making a single penny. I believe I made unique books, with brilliant artists like Tony Moore, Jerome Opeña, Kieron Dwyer, Eric Canete and a host of others, literally a who's who of some of the current hot guys in comics. And we all worked incredibly hard to make books that were unlike anything else on the stands, but that doesn't always pay off financially. The point I'm getting at is that you have to love what you're doing and just do it. You have to earn every single reader one at a time; you have to respect how fortunate you are to have even one reader. You have to do it because you have no other option but to do it. If you love what you do, if you're true to your own voice, and you never quit even when no one believes in you, eventually you'll find where you belong.

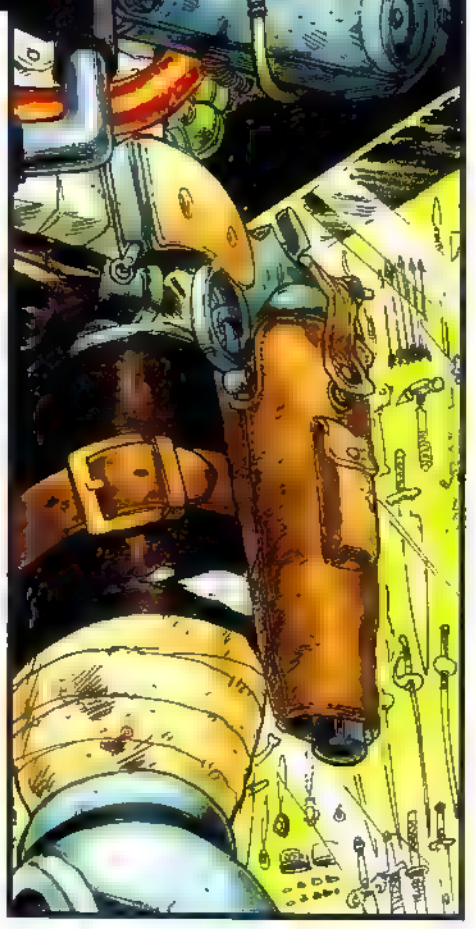
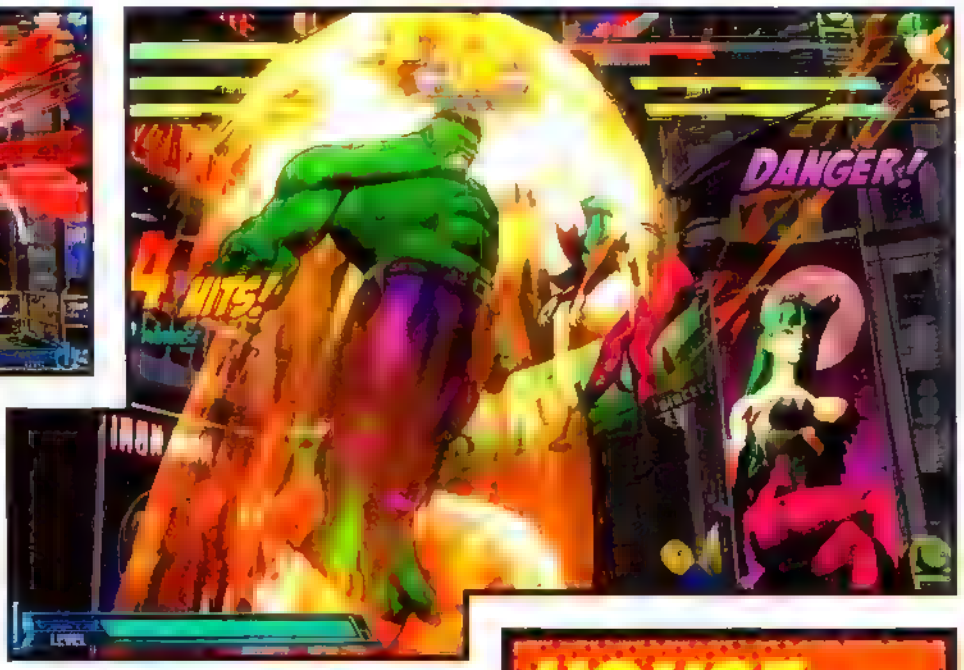


PHOTO PROVIDED

WORLDS COLLIDE!

Marvel steps into the squared circle against Capcom once again



MARVEL VS. CAPCOM 3: FATE OF TWO WORLDS (Capcom) It goes without saying that any fanboy-gamer hybrid worth their comic-inspired gamertag has already pre-ordered this one. But if building a dream team of Marvel heroes isn't enough to get you excited, maybe the roster of new Marvel heroes (**see sidebar**) will do the trick. LET'S GET IT ON! **FEB. 15 | PS3, 360**

DEUS EX: HUMAN REVOLUTION (Square Enix) Those addicted to this first-person RPG franchise will learn how the nanotech augmentations came about by playing as Adam Jensen, a private security officer with Sarif Industries. **FEB. 22 | PS3, 360, PC**

DE BLOB 2 (Halfbrick Studios/THQ) Take on the role of a paint sponge named de Blob, who must save the world of Prisma City from a monochromatic religious zealot named Papa Blanc by painting the town block by block. **FEB. 22 | PS3, 360, Wii, DS**

KILLZONE 3 (Guerilla Games/Sony Computer Entertainment) One of today's hottest multiplayer first-person shooters returns with upgrades to classic gameplay as well as new features including "The Operation" mode, which introduces cut scenes that tell the tale of the ISA/Helghast conflict. However, what most gamers are waiting for is the introduction of jetpacks and giant, playable mechs to the vast array of new maps. Get ready to get your kill on! **FEB. 22 | PS3**

LIFESTYLE EXTRA!

RULES EVERY FAN-MAN AND WOMAN SHOULD KNOW ABOUT DATING

*Okay boys and girls, it's time for some love advice from 'The Millionaire Matchmaker' team of **Destin Pfaff** and **Rachel Federoff**. The geek-obsessed reality stars (and filmmakers behind the upcoming 'The Disembodied' and the exploitation flick 'Sushi Girl') have taken a break from matching millionaires to help out those REALLY in need...FAN-MEN.*

DON'T BE A SCRUFFY-LOOKING NERF HERDER...

Look your best! That doesn't mean wear an authentic Stormtrooper outfit or T-shirt that says, "Cheech and Bong." Dress nice, tuck in your shirt and put the best YOU forward. Feel confident—confidence is the key to successful dating, or anything for that matter! It's okay to be a "geek," but always go "geek chic."

DON'T GO TONY STARK...

We're all for filthy rich, but watch the amount of drinking you do on a date: two-drink *maximum*! Any more than that and you'll go from relaxed to too relaxed! Before you know it, you'll have shrapnel in your chest and be forced to implant an ARC just to survive. This also means no smokey-smokey or liquid courage BEFORE the date...a sober first date will let your true charm flow—for better or worse.

NO FANBOY CHATTER...

It's rare to find that special girl that can recite the Green Lantern oath. When you talk to a woman, don't unleash your immense knowledge on all things comics right off the bat. Instead, keep the conversation like a Pong match and ask questions as well as answer. Stay on neutral subjects, and stay clear of religion, politics, the ex's...and Thor.

TAKE IT SLOW...

During the first few dates, take it slow; don't unload everything on her from the start. You don't have to tell her that you're a freelance photographer during the day and a web-slinging crimefighter at night...that still lives with his aunt. Save the big stuff for later on in the relationship.

SAY WHAT YOU FEEL...

Tell someone how you feel—when the time is right. Like if you're about to be preserved in carbonite and a girl says she loves you, tell her you love her back. Of course,

if you don't really love her yet, you could always just answer, "I know."

MAKE SURE YOU AGREE ON THE BIG STUFF...

During the beginning of a relationship, make sure you both have stuff you agree upon: Religion, having kids, Freddy or Jason, Pinhead or Mike Myers, Dana Carvey or the Zuni Fetish Doll, etc. Those topics need to be discussed now, so they don't become an issue later on.

DINNER IS ROMANCE...

So, that new *Super Mario Galaxy* has just come out and you really want to invite your new crush over to come play with you...not a good idea for a first date (or second or third). Tell Mario and the gang to hang tight and take the girl out to a nice dinner instead—NOT a meal in front of the PS3 or Wii, but a great restaurant where you can get to know each other.

IT'S ALL IN THE KISS...

Poison Ivy said it best: "There's just something about an anatomically correct rubber suit that puts fire in a girl's lips." Look your best, take her out, and plant one right on her lips at the end of the date. A kiss tells all. You'll know if this relationship is destined to bloom or be plucked like weeds. And make sure your breath isn't stinky.

YOU'RE NOT GETTING LAID THE FIRST TIME OUT...

Sorry guys (and gals), if you want this to actually go somewhere...no playing hide the light saber or touch the Doctor Who. Sex comes when the relationship comes... then everything else can come, too.

Destin and Rachel own an Atari 2600 they still play. Their son's name is Sin Halo Jude Pfaff. They have well over 1,000 horror DVDs. Destin has an extensive comic collection. They own a hearse.

FOR MORE INFO ON DESTIN AND RACHEL, VISIT [illegible]

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LIFESTYLE EXTRA!

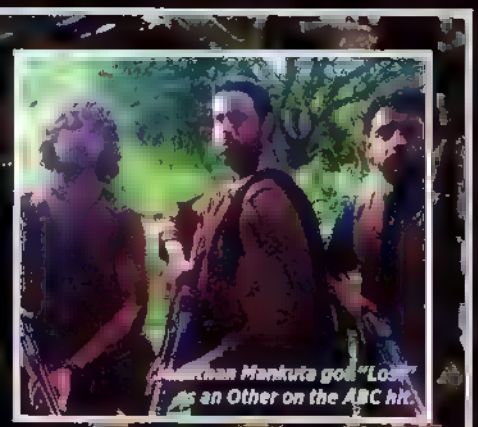
IT'S ALL GEEK TO HIM

'Hollywood Treasure' host Jonathan Mankuta may be the biggest fanboy on Earth

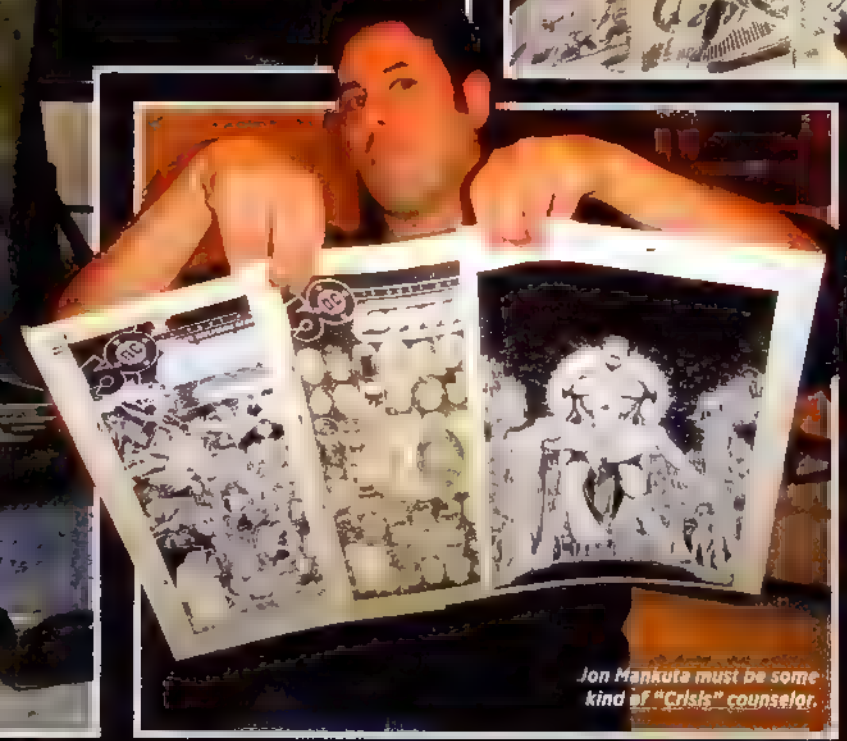
Each week on Syfy's new hit reality series "Hollywood Treasure," host Jonathan Mankuta tracks down, authenticates and auctions off some of the most iconic pieces of TV and movie memorabilia in existence.

But Mankuta's finds are eclipsed by the personal treasure trove he's accumulated in his own Hollywood home. The walls come adorned with rare movie posters, and his closets literally overflow with screen-used props and costumes from such popular TV shows as the original "V," "Heroes" and "Lost," on which he had a recurring role in Season 6 as one of the Temple Others.

The self-proclaimed "geek of geeks" also collects comic books, classic guitars, vintage food packaging—Mankuta owns the only first-run Count Chocula cereal box in the world—and original comic book art, with a collection that includes many of the most recognizable covers in the history of the medium. Mankuta has even become a part of superhero history himself by lending his voice to the characters of Flatman and Zzzax on Marvel Animation's "The Super Hero Squad Show." Mankuta recently cracked the seal on his vault of awesomeness to share some of his treasures.



Jon Mankuta got "Lost" as an Other on the ABC hit.



Jon Mankuta must be some kind of "Crisis" counselor.

ALL PHOTOS PROVIDED BY JON MANKUTA

"TO ME, THIS IS GOLD... NOSTALGIA IS PRICELESS."

WIZARD: As a collector, is it bittersweet for you to auction off items on the show that may go into a private collection and never be seen again?

MANKUTA: A lot of the time, we're taking it from a black hole at one end of the universe and putting it into a black hole on the other end of the universe, and people get to see it on the way there.

On the Comic-Con episode, your team appraised the complete set of artwork to Fantastic Four #12, declaring it "the most important" comic book art in the world. What makes that piece of work so important?

Early issues of *FF* are not together. So far, *Fantastic Four* #12 is the most expensive piece that has come to market. You look at the artwork of *Amazing Fantasy* #15. Would it be more valuable? Yes, it would, but it's not for sale. It's not available to the public. It's in the Library of Congress. It's out of the picture forever.

What appeals to you about collecting original comic book art?

It all boils down to nostalgia. Everything I collect is nostalgia. All of these comic book covers are covers of comic books I had as a kid.

Are you like many collectors, where you value the hunt almost as much as the prize?

When I have something I'm questing for, I don't want a hunt. I'm dying, dying to find the original artwork to this [holds up a copy of Justice League #148]. I got this as a kid and I read my copy fifty billion times to the point it was ash in my hands. To me, this is gold. You can't buy sentimentality. Nostalgia is priceless.

Lifestyle

All the stuff you've got to buy!

M.O.D.O.K. STATUE (BOWEN DESIGNS)
What's better than a M.O.D.O.K. statue? How about a M.O.D.O.K. statue where his La-Z-Boy chair is blasting off into space? He must use the same stuff that NASA does to launch their rockets, because that melon makes for some serious payload. "Houston, we have a problem..." APRIL 2011 | $200

PUNISHER STATUE (BOWEN DESIGNS)
Frank Castle is the ultimate badass. A badass who loves the smell of bad guy guts on white knee-high boots. Don't believe us? Then start an argument with this statue and see who wins: you, or the go-go boots! Try stayin' alive after one dance with Castle, punk.
MARCH 2011 | $200

CAPTAIN AMERICA PREMIUM FORMAT FIGURE
Do you love Bucky, but hate Captain America? Did you always feel like Bucky was being held back by that jerk-slash-American icon Steve Rogers? Well, it's time for a new American Revolution: Bask in your Bucky glory with Sideshow's Bucky Barnes-as-Captain America Premium Format Figure. Plus—Cap's got a gun, people. A GUN!
MARCH 2011 | $290

GAMBIT ACTION FIGURE (MARVEL SELECT)

He's a sexy mutant. He wears pink. He sports a trench coat. He throws cards. Face it, you love him! Your favorite *mon ami* is back—Cajun style!—in his classic look, and with a Danger Room base no less. *Zut alors!* **MARCH 2011 | $20**

CLIFF CHIANG BATMAN STATUE

Cliff Chiang is awesome at his job—so awesome in fact, DC Direct made a statue of his work. You got that? They turned a drawing on paper into a statue! Well, we're friggin impressed! Plus, the Dark Knight's got guns, people—GUNS! (That's what we call in publishing "coming full circle.") **SEPTEMBER | PRICE TBD**

TECH/ GEAR

REAL LIFE BAT-GRAPPLING GUN

Independent research and development organization Battelle—"bat" coincidence, we think NOT—has produced this pneumatic-powered grappling gun that can fire a hook 100 feet up over a distance of 60 feet. Not sure what purpose this'll serve for National Security, but *Batman, Inc.* just got one step closer to reality. **Battelle.org**

BLADE RUNNNER UMBRELLA

Hunting Replicants in the rain just got easier thanks to this "Blade Runner" replica, a light-up umbrella straight from Ridley Scott's unforgettable future L.A. Available in blue or white, this full-size, working bumbershoot takes three LR44 button batteries, and will keep your artificial hair dry all the way to the noodle shop. Order this and the items below at **thinkgeek.com**. **$24.99**

GADGET HOLSTER

Between your PDA, cellphone, iPad, night vision goggles, ninja smoke pellets, brass knuckles and extra nooks for the kiddies, you've graduated beyond utility belt. Luckily The Grab-It Pack Gadget Holster's got all the mobile real estate a digital super-dude could use, plus, it's comfortable and durable enough for the urban commando **$24.99**

WHAT DO WE CALL THIS... UTERUS BELLYPHONES?

Transform your child from knuckle-dragging philistine into a high-brow culture guru—in the womb! The Rimo Prenatal Musical System attaches right to baby mama's belly (just 25 pounds!) and allows expectant parents to pump MP3s safely into baby's brain. Teach your kid to speak Spanish, Chinese, heck, maybe even Dolphin! **$89.99**

KILLER EARPHONES

Who on Earth would mess with someone putting bullets in their ears to listen to music? With these Munitio SITi: S Nine Millimeter Earphones (**munitio.com**), you can express your badassery without comprising your technical integrity—these titanium earbuds deliver killer sound as well. **$160 ($250 for the Gold Plated edition)**

HOME/
OFFICE

WINE MONKEY BOTTLE COZY

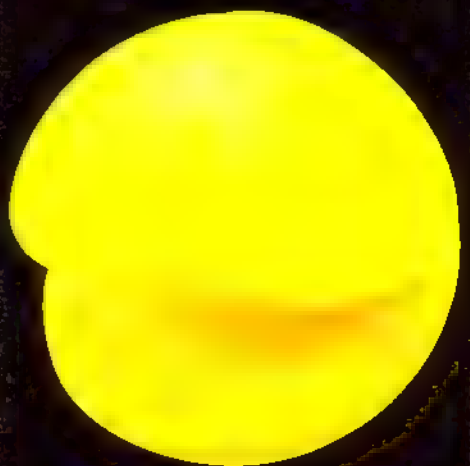
If there's two things Wizard staffers love, it's monkeys and booze, so this is pretty much the most perfect product on Earth. Class up your next BYOB event, or disguise that bottle of Mad Dog 20/20 the next time you crash a classy cocktail party with this 100 percent (Mike) cotton wine cozy. Get this and all the items on this page at **thinkgeek.com! $9.99**

REFRIGERATOR APPS

If you're a digital addict that makes Tron look analog, spice up your kitchen with a dash of nerd spice: This set of 18 super-cute magnets looks just like your favorite app icons and will hold up those pesky Chinese menus better than that old wad of Trident that's up there now. **$12.99**

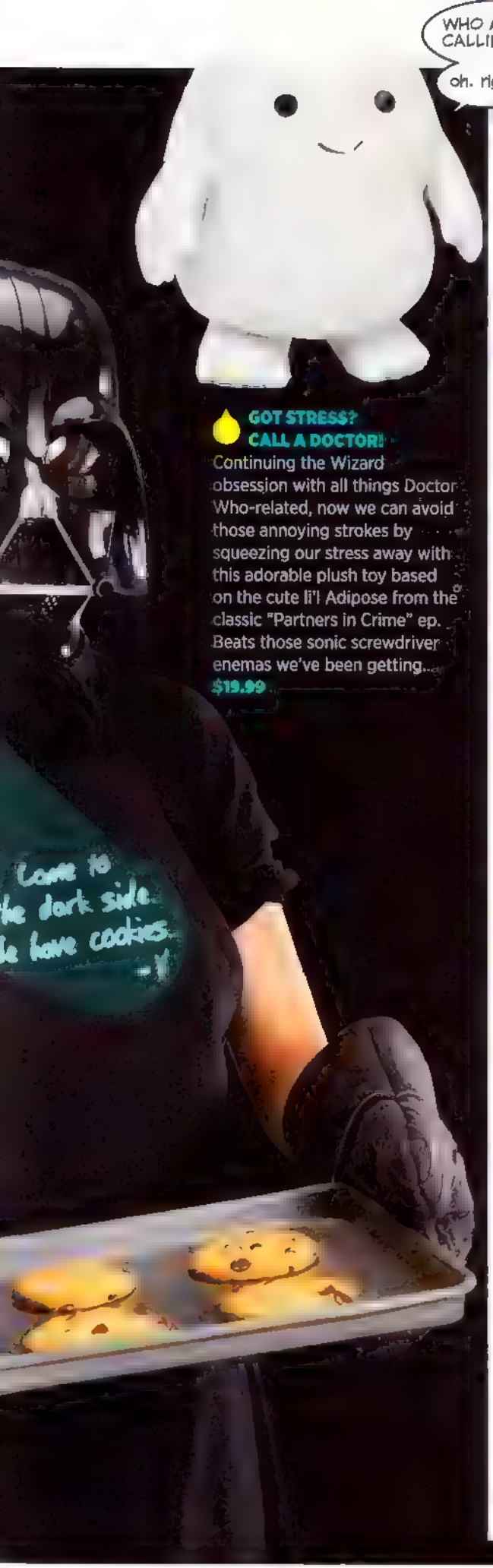
PAC-MAN OVEN MITTS

You ain't afraid of no toast with these video game-inspired potholders that look like the classic ghost-gobbling Pac-Man. This silicon oven mitt will protect your joystick manipulators from temps up to 450 degrees Fahrenheit, and most likely eat any stray fruit or pretzels floating around your kitchen. **$14.99**



COME TO THE DARK SIDE APRON

Fun Star Wars fact: Darth Vader loves to bake... but he hates getting flour on his cape. Luckily, he can pick up one of these Empire aprons, the perfect accessory for any kitchen Jedi. **$19.99**



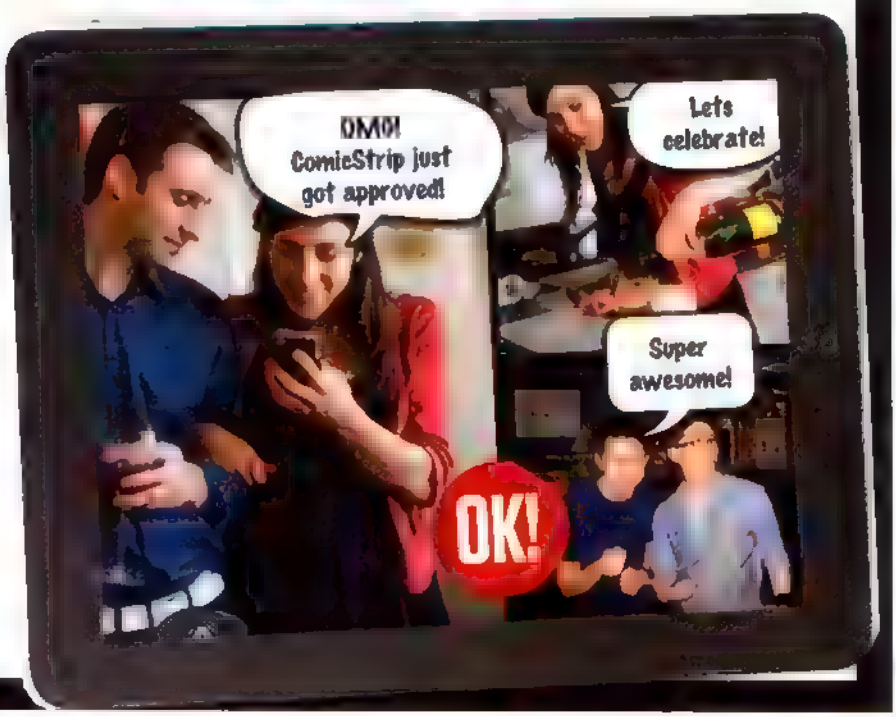
GOT STRESS? CALL A DOCTOR!
Continuing the Wizard obsession with all things Doctor Who-related, now we can avoid those annoying strokes by squeezing our stress away with this adorable plush toy based on the cute li'l Adipose from the classic "Partners in Crime" ep. Beats those sonic screwdriver enemas we've been getting... **$19.99**

SPLATTERHOUSE (NAMCO/BANDA)
Because who among us hasn't wanted to don a hockey mask and hack someone up during the morning commute? *Splatterhouse* makes it so without the annoying murder aspect **iPhone, iPod Touch, iPad $2.99**

STAR WARS ARCADE: FALCON GUNNER (THQ)
Saddle up in the gun seat of a Rebel fighter in this highly addictive, heads-up space shooter based on the original Star Wars arcade classic **iPhone 3GS & 4, iPod Touch iOS 4.1 and higher | $4.99**

JINXWORLD (End of Time Studios)
Brian Michael Bendis brings his comics universe to your mobile device: message boards, blogs and pop culture news, plus all things BMB related for your face.
iPhone, iPad | Free

COMIC STRIP (Sketch & Scotch)
Turn that bachelor party or briss into fumetti fodder with this app, which can transform your most intimate life moments into "Twisted ToyFare Theatre" strips by adding word balloons to any picture. **iPhone, iPod Touch, iPad | $1.99**



ANSWER THE CALL OF DUTY...AT YOUR LOCAL JEEP DEALER!

Think driving around in a stolen vehicle, sniping off enemies and causing general military mayhem in *Call of Duty: Black Ops* is a blast? Make your console dreams come true with the 2011 Jeep Wrangler Call of Duty Edition! Boasting a badass black paint job (complete with *CoD: BO* graphics!), aggressive 32-inch off-road tires and all the performance specs you'd expect from the tough-as-nails Jeep, it's on sale now and available in two-door ($30,625) and four-door ($33,500) models—get your folks to co-sign the pink slip! Not to get picky, because we loves us some video game-inspired vehicles, but here's a few things we would've included on a Call of Duty car!

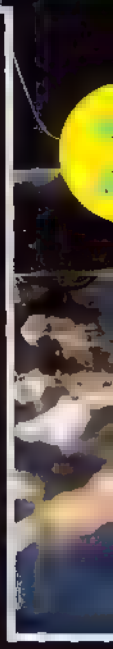
1 FORGET HORSEPOWER...WE WANT FIREPOWER! Seriously, we couldn't get a belt-fed .50 caliber machine gun as our hood ornament?

2 MISSING MISSILES?!? C'mon, how are we supposed to take out enemy jets on a strafing run without heat-seeking ground-to-air missiles?

3 GOODYEAR? NOT QUITE... Rubbin' while racin' would be way more gnarly if these wheels came with extendable cutting blades for shredding your opponents' tires.

4 TAKE IT UP THE TAILPIPE How on Earth are we supposed to ditch hot pursuit without the oil slick feature? I mean, they had that shiz in *Spy Hunter*!

5 LESS THAN LETHAL We don't have to leave a trail of bodies in our wake: Hook us up with one of those non-lethal sonic cannons the Army's been using to turn enemy bowels into so much Slurpee!



SOAPS FOR COMIC DOPES

Despite what you may have heard, comic fans generally like to bathe or shower (minus a certain extremist faction of fandom whom you can often smell at cons). But let's face it: Grooming is BORING! Thankfully, our friends over at **LuxuryLaneSoap.com** have made bath time fun for grown-up geeks with its line of nerd-approved, handmade pop culture soaps. Lather up with one of these goodies, and don't forget to clean behind your ears!

AUTO EROTIC DREAMS

Other fake rides we'd like to take

K.I.T.T.
The NBC talking car boasted auto-pilot, missiles, armored plating and came with two voices: William Daniels or Val Kilmer. Take THAT, OnStar.

HALO'S WARTHOG
Nothing beats drinking and driving on Blood Gulch with Andy Serwin at the wheel and Mike Cotton in the gunner's turret.

SPIDER-BUGGY
It's a dune buggy...that climbs up walls! 'Nuff said.

[illegible]
The way this baby drives through walls and off overpasses, we'd never sit in rush hour traffic again. TWS.

MARKET WATCH

MARKET WATCH SPECIAL REPORT!

GRAPHIC HOLY GRAILS

Comics guru Peter Sanderson presents his picks for the most significant superhero comics ever published

Get ready for a history lesson that could actually be worth something to you: cold, hard cash.

In the event you're some sort of faux fanboy and haven't heard the name Peter Sanderson, here's the Wizpedia 4-1-1: Hired by DC Comics in the early '80s, Sanderson would read every comic published by DC since 1935, with his research notes from these readings forming the basis for both *Crisis on Infinite Earths* and the first *Who's Who in the DC Universe*. Sanderson later moved on to Marvel, becoming the company's first official archivist. One of the preeminent comic historians alive, Sanderson spends the majority of his time promoting his love of comics in university lecture halls and museum galleries. Here, he gives readers his takes on THE most significant superhero comics in publishing history, which Price Guide Editor Mark Allen Haverty has graciously priced out—in case you're looking for a tasty comic investment.

Action Comics #1 (1938)

SUPERMAN'S FIRST APPEARANCE

"There were numerous fictional superhumans and costumed crimefighters who preceded Superman, like **Philip Wylie's** Gladiator, Zorro and the Phantom," notes Sanderson. "But **Jerry Siegel and Joe Shuster** brought all the necessary elements together to create Superman, the first true superhero. Superman's success launched the entire superhero genre, first in comic books and later in comic strips, animation, radio, live action film, and television, and he remains the genre's leading figure to this day." **CURRENT GUIDE PRICE: $750,000**

Detective Comics #27 (1939)

BATMAN'S FIRST APPEARANCE

"Created by **Bill Finger and Bob Kane**, Batman represents the other side of the superhero concept from Superman. Whereas Superman developed into an all-powerful, idealized hero, Batman was a mortal man who was vulnerable to harm and death, and who became a fearsome figure to protect society from crime. Batman became, and remains, the second-most important figure in the superhero genre in comics, film, and television." **CURRENT GUIDE PRICE: $900,000**

Showcase #4 (1956)

BIRTH OF THE SILVER AGE

"The superhero genre boomed in the 'Golden Age' of the late 1930s and early 1940s, but faded rapidly after World War II, until only Superman, Batman and Wonder Woman retained their own comic books. It seemed as if the superhero genre had merely been a short-lived fad until editor **Julius Schwartz** successfully revamped and relaunched the Flash in [DC's] *Showcase* #4 in a story by **Robert Kanigher and Carmine Infantino**. This was the start of the genre's 'Silver Age,' and superheroes have flourished ever since. Schwartz soon presided over revisions of other Golden Age heroes like Green Lantern, and it was in response to the success of Schwartz's *Justice League of America* that Stan Lee and Jack Kirby created the next series on this list."
CURRENT GUIDE PRICE: $55,000

Fantastic Four #1 (1961)

BEGINNING OF THE MARVEL AGE

"With *Fantastic Four* #1, **Stan Lee and Jack Kirby** launched the Marvel revolution of the superhero genre, endowing their characters with multidimensional personalities, portraying the world and society around them more realistically, and developing a more dynamic style of visual storytelling. The success of *FF* #1 led to all of modern Marvel Comics. Every writer who takes superhero stories seriously, in comics or any other medium, is following in the path of Stan Lee." **CURRENT GUIDE PRICE: $100,000**

MORE ON NEXT PAGE!

BY PETER SANDERSON
AS TOLD TO MARK ALLEN HAVERTY

Amazing Fantasy #15 (1962)

SPIDER-MAN'S FIRST APPEARANCE

"The Fantastic Four were a team of superheroes; with Spider-Man, **Stan Lee and Steve Ditko** created Marvel's most iconic individual superhero, who embodied the Marvel revolution: a hero with limited powers, afflicted by angst and self-doubt, misunderstood by the world, a victim of tragedy, and yet persevering in fighting for the right."

CURRENT GUIDE PRICE: $150,000

Fantastic Four #48-#50 (1966)

FIRST SILVER SURFER/GALACTUS

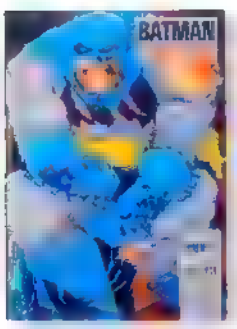
"The original 'Galactus trilogy,' introducing Galactus and the Silver Surfer, is the peak of **Stan Lee and Jack Kirby's** collaboration, elevating the superhero adventure story to truly mythic levels: a saga of the end of the world, of the nature of God and his relationship to man, and of redemption. With its godlike extraterrestrials, this story emphasizes the concept of the 'Marvel Universe,' an entire fictional reality that Lee, Kirby and their collaborators had been developing since *FF* #1."

CURRENT GUIDE PRICE: $2,450

Uncanny X-Men #129-#143 (1980-1981)

THE 'NEW' X-MEN DEBUT

"In the 'new' X-Men's early years, writer **Chris Claremont** and artists **Dave Cockrum and John Byrne** set the mold for most superhero teams that followed, developed a new, more independent kind of superheroine, and turned Wolverine into the most iconic and significant character created at Marvel since Stan Lee's Silver Age. Claremont and Byrne's 'Dark Phoenix Saga' and 'Days of Future Past' are landmarks: the first as a cosmic epic turned tragedy, and the second as the most powerful statement of the X-Men's theme of racial prejudice up to that point. The Claremont-Byrne X-Men has even had influence beyond the superhero genre, as in Joss Whedon's 'Buffy the Vampire Slayer.'" **CURRENT GUIDE PRICE: $566**



Batman: The Dark Knight Returns #1-#4 (1986)

ENTERING A GRIM-N-GRITTY ERA

"**Frank Miller's** saga of a grim, violent Batman at the end of his career not only reenergized the [franchise], but influenced much of the rest of the genre, fostering a more adult and darker approach to superheroes. Miller's *Dark Knight* and *Batman: Year One* have influenced almost every subsequent version of Batman in comics, television and film in some way....[and] set the stage for his later work like *Sin City*." **CURRENT GUIDE PRICE: $51**

The Man of Steel #1-#6 (1986)

SUPERMAN REBOOT

"In rebooting the Superman concept and series, writer/artist **John Byrne** not only went 'back to the basics,' as he put it, but also modernized and revitalized what had become a nearly moribund series. Even though *Man of Steel* has now been supplanted as Superman's official origin at DC Comics, Byrne's revamp has influenced most versions of Superman in comics and other media that followed. *Man of Steel* was also the earliest and most successful of the revisions and reboots of classic superheroes that have become commonplace at DC Comics and even influenced Marvel, as with the Ultimate line, with its own reboots."

CURRENT GUIDE PRICE: $18

Watchmen #1-#12 (1986-1987)

SUPERHEROES GROW UP

"Often regarded as a deconstruction of the superhero genre, **Alan Moore and Dave Gibbons'** *Watchmen* actually continues the work that Stan Lee and Jack Kirby began with *Fantastic Four* #1: depicting characters with greater psychological realism and insight [and] exposing their personality flaws and strengths. Influential but still unequaled, *Watchmen* is not only one of the greatest of graphic novels, but arguably one of the great books of the 20th century." **CURRENT GUIDE PRICE: $103**

SHOP TALK

RETAILERS DISH ON THE LATEST SALES TRENDS

BAT-FRANCHISING

After his *Batman and Robin* run, Grant Morrison decided to branch out, and the Caped Crusader is branching out with him in *Batman, Inc.* Are fans going out on that limb? "It's gone over very well with just about everyone," reports King's Comics in Sydney, Australia. It's been a mixed reception at Calgary's Comic Kazi, but owner Wes Wong is okay with that: "Some like it and some don't, but we are almost sold out!" "The concept seems fresh enough to keep readers entertained for a while," says Bret Parks of Winston-Salem's Ssalefish Comics.

RUNNING BEHIND

While he might be the Fastest Man Alive, Barry Allen's title certainly isn't, so we asked retailers if the delays are having a negative impact on sales. Dave Jackson at Rockin' Rooster Comics in Cincinnati certainly feels they have: "Huh? Is this series still alive?" Lauren Becker at Warp 9 in Clawson, Mich., expressed similar sentiment, noting, "What was once an easy sellout within a week now lingers on the shelf." However, at Crazy Scondo's in Queens, N.Y., they are still seeing sell outs, and Jason Grazulis of BSI Comics in Metairie, La., told us that, "This one is bucking the trend of delay [of] declining sales."

GLORY DAYS

Morning Glories started out hot, but could it keep its heat? "It's a great book. I keep increasing my orders, but still find myself buying every second and third printing to keep the title in stock," says Charlie Harris of Charlie's Comic Books in Tucson, Ariz. At Titan Comics in Dallas, "it's leveled off, but at a good level," and at Norfolk, Va., the leveling off there is, "around *Chew/Walking Dead* numbers, which is great."

GREENER PASTURES

Green Arrow had massive heat after Ollie decided to whack Prometheus, and we asked retailers how the latest attempt is holding up. "I can sum this up in one sentence: *Green Arrow* has missed the bullseye," Scott Hoverman of Biloxi's 3 Alarm Comics reports. However, it's still selling well at Clockwork Comics in Union, N.J., and at Speeding Bullets Comics in Norman, Okla., Matt Price tells us that, "sales are remarkably steady so far." At the Comic Conspiracy in Asheboro, N.C, it's a similar tale, as they are seeing the "strongest sales ever for the title." **MAH**

PRICE GUIDE!

[GRADED

PRICE WENT UP! PRICE WENT DOWN! THIS ONE'S NEW! BOOK IS HOT!

1	8.5	1,500,000
1	8.0	1,000,000
1	5.0	436,000
1	3.0	300,000
2	5.5	20,000
64	9.4	10,000
242	5.5	400
242	5.0	335
242	4.5	250
252	7.0	1,500
252	6.5	850
340	9.6	600
583	9.8	300

	9.2	35,500
	8.0	7,700
2	9.4	6,300
2	9.2	2,650
2	9.0	1,600
3	9.4	6,800
3	8.0	560
4	9.6	64,000
4	9.4	22,000
4	9.2	6,600
4	9.0	3,750
5	9.2	1,300
5	8.5	590

VOLUME FOUR

	9.8	22
Sketch var. cvr	9.9	100
Sketch var. cvr	9.8	55
Gatefold var. cvr	9.8	145
GKa var. cvr.	9.8	26
JRy var. cvr.	9.8	120
2	9.8	30
3	9.8	35
3 JRy var. cvr.	9.8	65
4	9.8	30
4 JCh var. cvr	9.8	30
4 Convention var. cvr.	9.8	100

286	9.8	200
296	9.8	200
368	9.8	120
404	9.8	60
405	9.8	60
426	9.8	125
427	9.8	150
429	9.8	70
608	9.8	1,350
608 RRP	9.8	300
612 2nd print	9.8	55
670 Sketch var.	9.8	30
676 var	9.8	60
677 var	9.8	65

THE KILLING JOKE

PF	9.8	55

THE MAN WHO LAUGHS

PF	9.8	120

1	9.9	175
1	9.8	35
1 Sketch var. cvr.	9.8	200
2 Akku var. cvr.	9.8	20
3 TBa var. cvr.	9.8	40
4	9.8	30

134	9.6	60
135	9.6	38
136	9.8	130
140	9.6	38
145	9.8	100
150	9.6	100
151	9.8	85
153	9.8	160
155	9.8	90
158	9.8	510
158	9.6	270
159	9.8	400
166	9.8	480
169	9.8	480
168	9.8	650
169	9.8	260
175	9.8	38
177	9.8	100
178	9.8	120
178	9.6	55
179	9.8	95
180	9.8	90
181	9.8	70

181	9.6	35
182	9.8	73
183	9.8	120
184	9.8	50

FANTASTIC FOUR

VOLUME ONE

1	9.4	200,000
1	9.2	140,000
2	9.4	25,000
2	9.0	8,100
3	9.2	18,000
3	9.0	11,000
4	9.2	20,000
4	9.0	13,000
5	9.4	95,000
5	9.2	21,000
5	9.0	17,500
6	9.4	30,000
6	9.0	5,000

VOLUME TWO

1	9.8	3,000
1	9.6	775
2	9.8	600
2	9.6	130
3	9.8	300
3	9.6	100
68	9.8	40
69	9.8	55
81	9.8	265

VOLUME THREE

1	9.8	55
1	9.6	28
2	9.8	35
94	9.8	95

1	9.8	130
1	9.6	100
2	9.8	100
3	9.8	50
4	9.8	70
5	9.8	45
20	9.8	450
26	9.8	75
27	9.8	70
46	9.8	55
92	9.8	90
94	9.8	100
95	9.8	85
96	9.8	70
155	9.8	380
155	9.6	105

162	9.8	1,500
180	9.8	6,000
180	9.6	780
181	9.8	12,600
182	9.8	2,900
182	9.6	400
184	9.8	70
203	9.8	100
204	9.8	70
205	9.8	40
206	9.8	60
208	9.8	65
209	9.8	90
210	9.8	60
211	9.8	70
214	9.8	90
215	9.8	80
217	9.8	100
218	9.8	75
220	9.8	80
225	9.8	80
226	9.8	80
226	9.6	60
250	9.8	50
250	9.6	20
330	9.8	42
340	9.8	190
393	9.8	25
474	9.8	35
600 DF var. cvr.	9.8	75

1	9.8	2,350
1	9.6	3,000
3	9.8	700
1	9.8	725
56	9.8	175

94	9.8	130
99	9.8	135
106	9.8	125
114	9.8	110
115	9.8	130
116	9.8	110
118	9.8	225
119	9.8	65
120	9.8	65
121	9.8	65
130	9.8	30
132	9.8	325
135	9.8	40
137	9.8	40
144	9.8	35
150	9.8	125
160	9.8	75
169	9.8	100
178	9.8	30
282	9.8	120

1	9.8	80
1 Sketch var. cvrs.	9.8	100
1 Second print	9.9	60
1 Third print	9.8	35
2	9.8	50
3	9.9	20
4	10.0	45
5	9.8	25
6	9.8	40
7	9.8	30
8	9.8	30

1	9.8	100
2	9.8	40

1	9.8	65
26	9.8	35
45	9.8	65
64	9.8	30
85	9.8	50
86	9.8	50
87	9.8	125
88	9.8	55
93	9.8	90
95	9.8	105
97	9.8	30
98	9.8	200
ANNUAL 7	9.8	30

VOLUME FOUR

12	9.8	60
12 Dell'Otto var. cvr.	9.8	70

1	9.8	135
2	9.8	150
3	9.8	50
4	9.6	45
5	9.8	105
21	9.8	45

1	9.8	30
1 MDe var. cvr	9.8	50
1 DYa var. cvr	9.8	20

1	9.4	83,650
1	9.2	51,000
	5.0	6,500
4	8.5	500

	9.8	350
1	9.8	180
10	9.8	130
1	9.8	250
14	9.8	200
15	9.8	200
16	9.8	200
20	9.8	100
23	9.8	50
28	9.8	75
67	9.6	60
68	9.6	425
82	9.8	100
90	9.8	75
99	9.8	125
105	9.8	80
106	9.8	300
107	9.8	600
ANNUAL 1	9.8	80

1	9.8	16
1 var cvr	9.8	40
1 Sketch var. cvr.	9.8	80

VOLUME TWO

126	9.4	2,000
126	9.2	1,400
26	9.0	470
27	9.6	800
27	9.4	340
234	9.8	65
249	9.8	75
252	9.8	60
270	9.8	40
274	9.8	50
282	9.8	40
285	9.8	40
287	9.8	40
336	9.8	25
337	9.9	1,300
338	9.8	30
412	9.8	75

VOLUME THREE

1	9.8	16
1 sketch var. cvr.	9.8	35

1	9.9	1,550
1	9.8	340
1	9.6	45
1	9.4	20
2	9.8	55
2	9.6	35
3	9.8	130
3	9.6	40
4	9.8	35
4	9.6	25
5	9.8	75
5	9.6	25
5	9.4	20
6	9.8	50
6	9.4	20
7	9.8	45
8	9.8	60
9	9.8	70
10	9.8	100
11	9.8	50
12	9.8	30
13	9.8	40
14	9.6	35
15	9.8	35
71	9.8	200
72	9.8	220
73	9.8	230
74	9.8	200
76	9.8	100
77	9.8	75
79	9.8	120
80	9.8	280
80	9.6	150
80	9.4	75

142	9.8	155
143	9.8	70
144	9.8	50
145	9.8	40
155	9.8	50
157	9.8	50
158	9.8	80
166	9.8	60
168	9.8	80

193	9.8	45
195	9.8	30
200	9.8	85
201	9.8	80
205	9.8	60
210	9.8	90
212	9.8	100
215	9.8	50
234	9.8	30
238	9.8	60
223	9.8	30
232	9.8	60
244	9.8	60
248	9.8	45
251	9.8	100
258	9.8	130
266	9.8	165
267	9.8	65
270	9.8	35
282	9.8	50
283	9.8	30
296	9.8	15
300	9.8	30
350	9.8	35
350 Prism foil var. cvr.	9.8	45
400	9.8	25
500 Turner sketch var. cvr	9.8	400
521 Deadpool var. cvr	9.8	65
ANNUAL 5	9.8	60

1	9.9	400
1	9.8	550
1	9.6	400
1	9.4	300
2	9.8	225
2	9.6	160
3	9.8	175
3	9.6	80
4	9.8	125
4	9.6	75
5	9.8	120
61	9.8	80

VOLUME ONE

17	6.5	470
63	4.5	140
105	6.0	450
134	9.2	150
153	8.5	90
180	7.5	50
184	9.6	250
197	7.5	25
205	9.6	200
207	9.6	150
212	9.6	65

VOLUME TWO

1	9.8	50
218	9.8	20

VOLUME THREE

1	9.8	40
600 Hughes var. cvr.	9.8	45
600 Hughes sketch var. cvr.	9.8	100

2	8.0	3,000
3	5.5	610
4	4.0	400
5	8.0	1,650
6	7.0	685
7	7.5	650
8	3.5	350
10	7.5	550
71	6.5	1,000

97	9.8	45
198	9.4	250
323	9.6	40

	9.4	105,300
1	9.2	46,000
1	9.0	28,000
45	9.8	900
94	9.8	20,250
94	9.6	1,600
94	9.4	725
94	9.2	895
94	9.0	525
95	9.8	1,450
95	9.6	400
DC	9.8	700
03	9.8	750
05	9.8	450
06	9.8	450
09	9.8	600
10	9.8	675
11	9.8	400
13	9.8	520
14	9.8	600
15	9.8	400
17	9.8	65
19	9.8	75
21	9.8	350
22	9.8	285
24	9.8	270
25	9.8	400
26	9.8	500
27	9.8	135
28	9.8	165
29	9.8	475
31	9.8	265
34	9.8	270
35	9.8	145
36	9.8	140
37	9.8	150
38	9.8	85
39	9.8	125
40	9.8	200

GIANT SIZE X-MEN

1	9.8	8,750

VOLUME TWO

1/2	10.0	131
1/2	9.8	20
1	9.9	155
1	9.8	35
2	9.9	200
2	9.8	80
50	9.8	60
50 gold var. cvr.	9.8	200
50 sparkle var. cvr	9.8	20
200	9.8	25

VOLUME THREE

	9.8	35
var cvr	9.8	30
Romita var. cvr	9.8	40
Gatefold var. cvr.	9.8	65

PERFECT TEN

In politics, perfect is the enemy of the good. In comics, perfect is the enemy of the wallet. Here are some recent sales to back that up. **MAH**

- *Green Lantern* (V. 2) #180 **$750**
- *Image United* #1 (Rob Liefeld cover): **$145**
- *Image United* #2 (Todd McFarlane cover): **$145**
- *Image United* #3 (Erik Larsen cover): **$130**
- *Uncle Scrooge* #324: **$115**
- *Zombies vs. Robots vs. Amazons* #1 **$125**

PRICE GUIDE!

PRICE WENT UP! | PRICE WENT DOWN! | THIS ONE'S NEW! | BOOK IS HOT!

ACTION COMICS
DC (1938 PRESENT)
1 ● Superman, ● Lois Lane ● Zatara.. 750,000.00
2 ... 46,500.00
3 ... 29,500.00
6 ● Jimmy Olsen (office boy) ... 15,100.00
7 2nd Superman cvr ... 35,000.00
23 ● Lex Luthor ... 8,500.00
40 ● Star Spangled Kid & Stripsey ... 2,600.00
42 ●&● Vigilante ... 3,000.00
51 ● The Prankster ... 5,200.00
64 ● Toyman ... 3,400.00
123 1st time Superman flies ... 700.00
242 ●&● Brainiac, ● Kandor ... 3,500.00
252 ●&● Supergirl ... 5,000.00
254 ● Bizarro/Superman story ... 480.00
261 ● Streaky the Super-Cat ... 220.00
267 ● Chameleon Boy, ● Invisible Kid, ● Colossal Boy ... 720.00
340 ●&● Parasite ... 300.00
347 OBI WBo Giant-Size, rare in NM ... 150.00
583 AMo CSw "Whatever Happened To The Man of Tomorrow" pt.2 ... 5.50
598 JBv JBy ● Checkmate ... 5.00
600 JBv GPe A: Wonder Woman, kisses Superman ... 10.00
Becomes Action Comics Weekly #601-642
674-675 RSt BMc "Panic in the Sky" ... 6.00
683 RSt JGu C: Doomsday ... 5.00
684 RSt JGu Doomsday ... 5.00
700B RSt JGu CSw platinum var. cvr ... 10.00
700C RSt JGu CSw gold var. cvr ... 7.00
769 JKe "Emperor Joker" ... 4.00
770 JKe "Emperor Joker" ... 4.25
775A JKe DMh ● The Elite ... 8.00
812A JKe MTu "Godfall" ... 5.00
812B JKe MTu sketch var. cvr ... 15.00
813 JKe MTu "Godfall" ... 5.00
836 JKe "Superman, This is Your Life" ... 5.00
858B ...10 GFk var. ... 6.00
859A GJn GFk ... 3.00
859B GJn GFk ...10 GFk var. ... 6.00
860A GJn GFk ... 3.00
860B GJn GFk 1:10 SLo var ... 6.00
861B GJn GFk ...10 MGa var ... 6.00
862B GJn GFk 1:10 KGi var ... 6.00
863B GJn GFk 1:10 GFk var. ... 6.00
869A GJn GFk Recalled Ed. ... 25.00
870B GJn GFk 1:10 AKu var. cvr. ... 6.00
871B GJn GFk 1:10 CSp var. cvr. ... 6.00
872B GJn GFk 1:10 CSp var. cvr. ... 6.00
ANNUALS
1By AAd A: Batman ... 4.00
c GPe ... 4.00

ADVENTURE COMICS
DC (1938-1983)
Previously: New Comics, then New Adventure Comics, becomes Adventure w/#32
40 GFx ● Sandman ... 25,000.00
48 ● Hourman ... 14,000.00
61 ● Starman ... 7,900.00
73 JSn KI C: Manhunter ... 7,400.00
210 OBI Sw ● Vibe/Vigilante ... 4,150.00
247 OBI ● Legion of Super-Heroes ... 17,000.00
293 ● Legion of Super Pets ... 500.00
306 ● Legion of Sub. Heroes ... 250.00
329 ● Legion flight rings ... 160.00
459 B: Dollar Comics format ... 25.00
460 A: Wonder Woman, A. Flash ... 25.00
461-462 D: Earth-2 Batman ... 50.00
463-466 Dollar Comics ... 20.00
467 PLe SDr ● Starman (Prince Gavyn) ... 12.00
VOLUME TWO (2009-PRESENT)
EB-10B Original numbering variants ... 10.00

ALL-AMERICAN COMICS
DC (1939-1948)
1 ... 6,000.00
16 BFr MNo ● Green Lantern ... 22,500.00
19 ● Atom, A: Green Lantern ... 17,500.00

ALL-STAR COMICS
DC (1976 PRESENT)
VOLUME ONE
1 ● Justice Society of America ... 25,000.00
8 ● Wonder Woman, A: JSA ... 30,000.00
VOLUME TWO (1976-1978)
58 GEa WWo ● Power Girl, A: JSA, Resumes Vol. 1 numbering ... 150.00

ALL-STAR WESTERN
DC (1970-1972)
VOLUME TWO
10 ● Jonah Hex ... 1,200.00
11 A: Jonah Hex ... 250.00
Becomes Weird Western Tales w/#12

AMAZING FANTASY
MARVEL (1962)
Previously: Amazing Adult Fantasy
15 SLe SDi ●&● Spider-Man, ● Aunt May, & D: Uncle Ben ... 150,000.00

AMAZING SPIDER-MAN
MARVEL (1963-1998, 2003-PRESENT)
See Amazing Fantasy #15 for ●:Spider-Man
1 A: SLe SDi ●, Jonah Jameson, ● John Jameson ● Daily Bugle ● Chameleon ... 100,000.00
1B Golden Record repr. w/record ... 250.00
1C Golden Record repr. w/o record ... 150.00
2 SLe SDi ● Vulture ● Enforcers ... 1,000.00
3 SLe JKe ●&● Dr. Octopus ... 6,000.00
4 SLe SDi ●&● Sandman, ● Betty Brant ... 5,000.00
5 SLe SDi Fantastic Four ... 3,000.00
6 SLe SDi ●&● ...zard ... 1,000.00
7 SLe SDi A: Vulture ... 1,650.00
8 SLe SDi A: Human Torch ... 1,500.00
9 SLe SDi ●&● Electro ... 2,200.00
10 SLe SDi ● Enforcers, ● Big Man ... 2,000.00
11 SLe SDi A: Dr. Octopus ... 1,800.00
12 SLe SDi A: Dr. Octopus ... 1,400.00
13 SLe SDi ●&● Mysterio ... 2,500.00
14 SLe SDi ● Green Goblin ... 5,000.00
15 SLe SDi ●&● Kraven ... 1,600.00
16 SLe SDi A: Daredevil ... 1,250.00
17 SLe SDi A: Green Goblin ... 1,500.00
18 SLe SDi ● Ned Leeds ... 750.00
19 SLe SDi ● Max Gargan ... 550.00
20 SLe SDi ●&● Scorpion ... 1,100.00
21 SLe SDi A: Human Torch ... 600.00
22 SLe SDi ... 600.00
23 SLe SDi A: Green Goblin ... 800.00
24 SLe SDi A: Mysterio ... 500.00
25 SLe SDi ● Spider-Slayer ... 570.00
26 SLe SDi ● Trimm-master A: G. Goblin ... 550.00
27 SLe SDi A: Green Goblin ... 600.00
28 SLe SDi ●&● Molten Man ... 600.00
29 SLe SDi A: Scorpion ... 400.00
30 SLe SDi ... 300.00
31 SLe SDi ● Gwen Stacy, ● Harry Osborn ● Prof Warren ... 575.00
32 SLe SDi A: Dr. Octopus ... 350.00
33 SLe SDi ... 300.00
34 SLe SDi A: Kraven the Hunter ... 300.00
35 SLe SDi A: Molten Man ... 300.00
36 SLe SDi ● Looter ... 300.00
37 SLe SDi ● Norman Osborn ... 250.00
38 SLe JRo ● Mary Jane ... 275.00
39 SLe JRo IR: Green Goblin ... 650.00
40 SLe JRo D: Green Goblin ... 550.00
41 SLe JRo ● Rhino ... 475.00
42 SLe JRo ● Mary Jane (full) ... 275.00
43 SLe JRo A: Rhino ... 175.00
44-45 SLe JRo A: Lizard ... 200.00
46 SLe JRo ● Shocker ... 275.00
47-49 SLe JRo ... 150.00
50 SLe JRo ● Kingpin ... 900.00
52 SLe JRo ● Robbie Robertson ... 275.00
57 SLe JRo A: Ka-Zar ... 90.00
65 SLe JRo ... 90.00
70 SLe JRo ● Vanessa Fisk ... 125.00
78 SLe JBu ● Prowler ... 85.00
83 SLe JRo ● Richard Fisk ... 225.00
90 SLe GKa D: Captain George Stacy ... 250.00
94 SLe JRo D: Ezekiel, spider-Man ... 250.00
96-98 SLe GKa, drug issues ... 250.00
...DL SLe JKa, Kraven's last hunt issue ... 500.00
...DI RTh GKa ● Morbius ... 600.00
D2 RTh GKa D: Morbius-giant-sz ... 550.00
...10 SLe JRo ● Gibbon, A: Kraven ... 80.00
...1s GCy JRo ● Hammerhead ... 100.00
119-120 GCy JRo A: Hulk ... 200.00
121 GCy GKa D: Gwen Stacy ... 950.00
122 GCy GKa "D:" Green Goblin ... 450.00
123-124 GCy GKa ... 35.00
125-128 GCy RAn ... 35.00
129A GCy RAn ● Punisher, ● Jackal ... 900.00
134 C: Punisher ●:Jigsaw/Alla ... 90.00
135 Second A: Punisher ... 150.00
...36 GCy RAn ● Harry Osborn as Green Goblin II ... 45.00
...40 GCy RAn ... 25.00
142 ● Gwen Stacy's clone ... 60.00
148 GCy RAn ... 40.00
...49 GCy RAn D: Jackal, ● & "death" of Peter Parker's clone ... 200.00
161 LWe RAn C: Jigsaw (hidden) ... 45.00
162 LWe RAn ● Jigsaw (full) ... 45.00
174-75 We RAn Punisher ... 20.00
176 LWe RAn ● Barr Hamilton as Green Goblin III ... 65.00
180 LWe RAn D: Green Goblin III ... 30.00
193 Peter and MJ break up. ... 18.00
194 MWo KPo ● Black Cat ... 85.00
195 se and A: Black Cat ... 25.00
200 MWo/SLe dbl-sz, D: Burglar ... 50.00
210 ● Madame Web ... 25.00
211 ● Hydra Man ... 20.00
238A ●&● Hobgoblin, Lakeside tattoo ... 150.00
238B no tattoo ... 32.00
239 RSi JRp vs. Hobgoblin ... 32.00
244-245 RSi JRp C: Hobgoblin ... 15.00
254 RSi RFr ● Alien costume ... 35.00
289 PBa ● Hobgoblin II, Jack O'Lantern ... 16.00
293 JDm MZe "Kraven's Last Hunt" ... 9.00
294 JDm MZe "Kraven's Last Hunt" D: Kraven 9.00
298 DMi TMc C: Venom, ● TMc Spidey ... 35.00
299 DMi TMc C: Venom. ... 30.00
300A DMi TMc ●&●: Venom, R'nd & Blue costume ... 45.00
300B Ent. Dist. chromium cvr. ... 150.00
301 DMi TMc ... 12.00
302-312 DMi TMc ... 6.00
313-314 DMi TMc ... 5.00
315 DMi TMc A: Venom ... 7.00
316 DMi TMc A: Venom ... 10.00
317 DMi TMc A: Venom ... 7.00
318-323 DMi TMc ... 5.00
324 DMi TMc ... 5.00
325 DMi TMc ... 5.00
328 DMi TMc Spidey vs. Hulk ... 6.00
344 DMi ETa C: Cletus Kasady ... 4.00
345 ● Cletus Kasady ... 7.50
360 C: Carnage ... 5.00
360A DMi MBa ● Carnage (full) ... 7.00
362A OMi MBa ... 7.00
378-380 "Maximum Carnage" ... 4.00
400A JDm MBa "D:" Aunt May ... 20.00
400B white var, incentive ed. ... 80.00
400C white var ... 45.00
400D white var w/ trasseate ... 100.00
435 TDI MBa Onslaught impact 2 ... 5.00
436 TDI MBa Onslaught epilogue ... 5.00
436 TDI JBn A: ...amage, silver surfer ... 2.00
437 TDI JBn A: ...amage, silver Surfer ... 16.00
437A TDI JRj "Spider-Hunt" ... 7.00
437B TDI JRj "Spider-Hunt" Wanted var ... 25.00
44 JBy "Final issue" ... 7.00
500 JMS returns to original numbering ... 5.00
501-524 JMS ... 4.00
525A-528A JMS "The Other" ... 5.00
526B 2nd print, 3rd armed vel. ... 7.00
527B 2nd print, Spidey 2099 var. ... 6.00
528B JMS ...8 Spider-Man var. ... 5.50
528C JMS J 3b sketch var. ... 60.00
529A JMS ● Iron Spidey costume ... 5.00
530 JMS ... 6.00
531 JMS ... 3.00
532 JMS ... 12.00
533-534 JMS "Civil War" tie-in ... 4.00
538B JMS 2:50 FCh var ... 19.00
539A JMS "Back in Black" Part ... 4.00
539B JMS ...as Vegas comic con var. cvr. ... 6.00
540-543 JMS "Back in Black" ... 4.00
544 JMS JQu "One More Day" ... 6.00
545 JMS JQu "One More Day" ... 7.50
546A DSi SMn "Brand New Day" ... 4.00
546B 3:10 BHe var ... 10.00
546C 1:100 slam sketch var ... 30.00
546E Book Market var ... 50.00
549B 2D DFi var ... 25.00
549C Dynamic Forces var ... 25.00
552B 2C ASa var ... 6.00
555B 2D SBi var ... 6.00
568 Sketch var ... 20.00
569A DSi JRj ● Anti-Venom ... 10.00
569B DSi JRj AGr Venom var. ... 17.50
573D Stephen Colbert var. ... 17.50
583A Cougar Cover ... 5.00
587B Barack Obama var ... 40.00
583L 2nd print Obama var. (Yellow) ... 5.00
583D 3rd print Obama var (Blue Flag) ... 4.00
583E 4th print Obama var. ... 3.50
583F 5th print Obama var. (Lincoln) ... 3.00
590B 1:10 Wolverine art var. cvr. ... 7.00
592B 1:10 Wolverine art var. cvr. ... 5.00
595B ...25 Mar var. cvr. ... 12.50
599B 1:10 Nixon var. cvr ... 12.50
600A JRJR cvr. ... 6.00
600B APo cvr. ... 6.00
600C 1:15 JQu var. cvr. ... 15.00
600D ...25 JRSR var. cvr. ... 28.00
600E APo Dynamic Forces var cvr. ... 30.00
601A 1:10 Mary Jane var. cvr. ... 3.50
602B 1:10 700th anniversary var. cvr. ... 7.00
603B ...10 700th anniversary var cvr. ... 7.00
606B JCa sketch. var. cvr. ... 25.00
608B ...10 700th anniversary var. cvr. ... 8.00
611C 10 EML Black Cat var. cvr ... 4.00
613B ...25 JQu var. cvr ... 1.00
615B ...25 JQu var. cvr ... 2.00
617B 1:4 "Something is Coming" var. cvr. ... 6.00
617C 10 "Rhino is coming" var. cvr ... 8.00
617D ...25 JQu var. cvr ... 0.00
618B 1:15 JQu villain var. cvr. ... 10.00
620B 1:15 Deadpool var. cvr. ... 12.00
621B ...25 Villain var. cvr ... 9.00
621C JQu var. cvr ... 2.00
624B "Spider-Freak" var. cvr ... 9.00
628B 2: Iron Man var. cvr ... 2.00
630B 1:15 Villain var. cvr. ... 14.00
631B ...25 Heroes' Age var. cvr ... 14.00
632B ZWe ERi 2: Heroes' Age var. cvr ... 2.00
633B ZWe CBa 2: Heroes' Age var. cvr ... 2.00
634B JQu SLe Mary Jane's wedding var. cvr ... 10.00
636A DnA SLe Mary Jane's wedding prom var. cvr ... 7.50
638B JQu 1:25 JQu var. cvr ... 20.00
638F JQu 1:50 JQu sketch cvr ... 60.00
639B JQu 1:25 JQu var. cvr ... 14.00
639C JQu 1:100 JQu sketch var. cvr ... 80.00
640B JQu ...5 Women of Marvel var. cvr ... 7.50
640C JQu ...25 JQu var. cvr ... 12.50
640D JQu 1:100 JQu sketch var. cvr ... 80.00
641B JQu 15 Women of Marvel var. cvr ... 8.00
641C JQu 1:25 Sleeping Mary Jane var. cvr. ... 12.00
641D JQu 1:100 sketch var. cvr. ... 120.00
642B MWd SLe ...20 IRC var. cvr ... 6.00
642C MWd SLe NYCF var cvr ... 8.00
ANNUALS
1 SLe SDi ● Switzer Sla, C: Avengers, X-Men, Fantastic Four, D: Strange ... 300.00
2 SLe SDi D: Strange, ● Xandu ... 410.00
3 SLe DHe ... 170.00
4 SLe LLe Torch, Mysterio, Wizard ... 70.00
5 SLe LLe A: Peter's parents ... 200.00
11 ● Spider-Squad, ● Man-Spider ... 12.00
14 DDn FMa Dr. Strange ... 16.00
15 DDn FMa Punisher vs. Doc Ock ... 20.00
21A-21B DDn PRy M: Peter & Mary Jane, covs. Spidey or Venom ... 12.00
22 ● Speedball ... 5.00
25 1st solo Venom ... 4.00
VOLUME TWO (1998-2003)
1A HMa JBy dbl-sz ... 5.00
1C Sunburst cvr. ... 18.00
1D Authentix sketch cvr. ... 75.00
2A HMa JBy var ... 5.00
2B ...4 Akh var ... 6.00
3 A: Venom ... 15.00
25A dbl-sz, holographix foil cvr ... 15.00
28 ... 10.00
29 ... 15.00
30 JMS RPa ● Eshkam, ● Martin ... 6.50
31-35 JMS JRj ... 4.75
36 JMS JRj WTC issue ... 24.00
37-58 JMS JRj ... 4.00
Returns to Vol. 1 after #58

ASTONISHING SPIDER-MAN / WOLVERINE
MARVEL (2010 PRESENT)
1A JAa AdX ... 4.00
1B JAa AdX ...25 foil var. cvr. ... 12.00

ASTONISHING TALES
MARVEL (1970-1976)
1 SLe JKi A: Ka-Zar, Dr. Doom ... 120.00
2 RTh JKi A: Ka-Zar, Dr. Doom ... 60.00
3 GCy BWS A: Ka-Zar, Dr. Doom ... 60.00
4-6 GCy BWS A: Ka-Zar, Dr. Doom ... 40.00
7-8 JSo GCo A: Ka-Zar, Dr. Doom ... 30.00
9 SLe JBu A: Ka-Zar ... 10.00
10 GCy RTh BWS A: Ka-Zar ... 25.00
11 RTh GKa A: Ka-Zar ... 16.00
12 RTh NAd JBu A: Ka-Zar ... 50.00
13 RTh JBu A: Ka-Zar Man-Thing ... 40.00
14 SLe JBu, Reprint issue ... 10.00
15 MF GKa A: Ka-Zar Man-Thing ... 12.00
16-20 MF A: Ka-Zar ... 12.00
21-25 TTh DAv A: ...e living Colossus ... 18.00
25 BWo RBu ● Deathlok ... 80.00
26 DMo RBu A: Deathlok ... 25.00
27-28 DMo RBu A: Deathlok ... 18.00
29 Reprints Marvel Super-Heroes #18 ... 12.00
30-31 DMo RBu A: Deathlok ... 16.00
32-34 BMa RBu A: Deathlok ... 15.00
35A-36A BMa RBu A: Deathlok ... 15.00
35B-36B BMa RBu A: Deathlok, $1.30 var. ... 50.00
With the series cancelled w/ #36, Deathlok's story finishes in Marvel Spotlight #33

ASTONISHING X-MEN
MARVEL (1995)
1-4 SLo MHa "Age of Apocalypse" ... 3.00
VOLUME TWO (1999)
1A HMa BPe "Apocalypse: the Twelve" ... 10.00
1B HMa BPe Marvel Authentix var. cvr. ... 65.00
2-3 HMa BPe "Apocalypse: the Twelve" ... 10.00
VOLUME THREE (2004-2010)
1A JWh JCs claws cvr. ... 4.00
1B Incentive JCs team cvr. ... 7.00
1C Incentive GDo cvr. ... 7.00
2 JWh JCs ... 4.00
3 JWh JCs ... 4.00
4A JWh JCs ... 3.00
4B Colossus var ... 6.00
5-6 JWh JCs ... 4.00
...3B sketch var ... 10.00
...3D Mirror var ... 8.00
19A-24A ... 4.00
19B-24B character cvrs. ... 4.00
25A WE SBi ... 3.00
25B ...Be var. ... 15.00
33B WEi 1:100 sketch var. cvr. ... 30.00
Giant Size 1B 1:100 inked var. ... 30.00

AVENGERS
MARVEL (1963 1996, 2004)
1 SLe JKi ● Avengers, Loki ... 25,000.00
2 SLe JKi D: Hulk, ● Space Phantom, ● Avenger: Maximum ... 1,750.00
3 SLe JK: Sub-Mariner vs. Hulk ... 925.00
4A SLe JK: Re-intro A: Silver Age Captain America ... 1,750.00
4B Golden Record reprint w/record ... 190.00
4C Golden Record reprint w/o record, no cvr price ... 40.00
5 SLe JKi ● Lava Men, A: Hulk ... 750.00
6 SLe JKi ● Baron Zemo ... 725.00
7 SLe JKi A: Baron Zemo, Enchantress ... 650.00
8 SLe JK: ●&C: Kang ... 450.00
9 SLe DHe ●&C Wonder Man ... 470.00
10 SLe DHe ● Immortles ... 450.00
11 SLe DHe A: Spider-Man ... 520.00
12 SLe DHe ... 250.00
13 SLe SDi, JKu "D: Baron Zemo ... 250.00
14 SLe DHe JKi ... 250.00
15 SLe DHe JKu "D: Baron Zemo ... 250.00
16 SLe JKi ● Hawkeye, ● Scarlet Witch, ● Quicksilver, D: Founding Members ... 700.00
17 SLe DHe A: Hulk ... 140.00
18 SLe DHe ... 140.00
19 SLe DHe ● Swordsman ... 200.00
20 SLe DHe A: Swordsman ... 100.00
21 SLe DHe ● Power Man ... 150.00
28 ● Collector ... 100.00
47 RTh JBu ● Dane Whitman ... 45.00
48 RTh GTu ●&C: Dane Whitman as Black Knight II, A: Magneto ... 55.00
52 RTh JBu A: Magneto ... 40.00
53 RTh JBu A: X-Men ... 25.00
54 RTh JBu, new Masters of Evil ... 40.00
57 ● Vision, D: Ultron-5 ... 1,000.00
58 RTh JBu O&I: Vision ... 75.00
59 ● Henry Pym as Yellowjacket ... 75.00
60 RTh JBu A: Yellowjacket/Wasp ... 40.00
66 ● Adamantium ... 15.00
70 ● Squadron Supreme ... 35.00
71 RTh SBa ● Invaders ... 60.00
123 ... 12.00
...25 C: Thanos ... 28.00
...27 JSn SRa ● Ultron-7 ... 22.00
...34 D: Vision revised ... 2.00
135 ... 12.00
36 ... 0.00
...4, ...5; GPe Avengers ... 8.00
251 R: Wonder Man in new costume ... 7.00
264 JSh JBy ... 18.00
264B JSh JBy Steven Van var ... 50.00
265 JSh JBy ● Henry Peter Gyrich ... 4.00
266 JSh JBy ... 18.00
181-185 JBy ... 15.00
186-187 JBy Dark Scarlet Witch ... 16.00
188-191 JBy ... 3.00
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196 and Taskmaster ... 3.00
263 ● X-Factor ... 5.00
381-382 MDe ... 3.00
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390-391 MDe ... 3.00
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400 MWd MDe ... 5.00
401 MWd MDe A: X-Men, Onslaught ... 5.00
402 MWd MDe Onslaught "Final" issue ... 6.00
402 MWd "Final issue" Onslaught ... 6.00
500A BMB DFe Returns to original numbering, adding Vol. II & II...sues sc where Vol. left off D: Ant-Man (Scott Lang), D: Vision ... 6.00
500B Direct...s Cut ... 7.00
501 BMB DF: "Avengers Disassembled" ... 6.00
502 BMB DFi "D:" Hawkeye ... 6.00
503 BMB DFi L: Avengers ... 5.00
FINALE BMB ... 4.00
ANNUALS
1 SLe DHe ... 120.00
5 Spider-Man cover ... 4.00
7 JSt JSt A: Thanos, "D:" Adam Warlock ... 70.00
10 CEl MGo ● Rogue ● Maddie Pryor ... 45.00

GIANT SIZE
1 RTh RBu ● Whizzer (modern age), ● Nuklo, ● Miss America, ● Bova ... 65.00
...SEn DCo D: Swordsman ... 50.00
3 SEn RTh DCo A: Silver Surfer ... 40.00
4 SEn DMp M: Vision & Scarlet Witch ... 80.00
5 RTh DHe ... 22.00
SPECIALS
Avengers/UltraForce ... 4.00
VOLUME THREE (1997-2004)
0 Wizard excl. ... 10.00
1A KBu GPe ... 6.00
1B KBu GPe Sunburst cvr. ... 12.50
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2B KBu GPe painted cvr. var. ... 7.00
3-4 KBu GPe ... 5.00
12B KBu GPe Head shot var. cvr. ... 22.00
57-76 GJn ... 2.50
Returns to Vol. 1 after #84
VOLUME FOUR (2010-PRESENT)
1B BMB JRj 1: 5 Heroes Age var. cvr. ... 4.50
1C BMB JRj ...25 MDy var. cvr. ... 8.00
1D BMB JRj Blank var. cvr. ... 4.00
1E BMB JRj 1:75 JRo var. cvr. ... 12.00
1F BMB JRj Gatefold var. cvr. ... 75.00
1G BMB JRj Premiere ed. var. cvr. ... 80.00
2B BMB JR, 1:25 Iron Man var. cvr. ... 6.00
2C BMB JRj 1:75 Spider-Woman var. cvr. ... 20.00
3B BMB JRj 1:75 Iron Man var. cvr. ... 20.00
4B BMB JRj ...5 Women of Marvel var. cvr. ... 6.00
4C BMB JRj 1:75 Hawkeye var. cvr. ... 22.00
5B BMB JRj 1:5 Super Hero Squad var. cvr. ... 6.00
5C BMB JRj ...75 Thor var. cvr. ... 40.00

AVENGERS ACADEMY
MARVEL (2010-PRESENT)
1B CGa MMk ...25 var. cvr. ... 6.00
1C CGa MMk 1:75 var. cvr. ... 25.00
2B CGa MMk 1:25 var. cvr. ... 1.00
3B CGa MMk 1: 5 Women of Marvel var. cvr. ... 9.00
3C CGa MMk ...25 var. cvr. ... 2.00
4B CGa MMk 1:25 var. cvr. ... 12.00
5B CGa MMk 1:15 Vampire var. cvr. ... 6.00
5C CGa MMk 1:50 var. cvr. ... 25.00
6B CGa MMk 1:25 var. cvr. ... 7.00

AVENGERS: THE CHILDREN'S CRUSADE
MARVEL (2010-PRESENT)
1B AHe JCh Scarlet Witch var. cvr. ... 7.00
1C AHe JCh 1:100 Sketch var. cvr. ... 25.00
1D AHe JCh Partial sketch var. cvr. ... 20.00
2B AHe JCh 1:25 TCh var. cvr. ... 7.50
3B AHe JCh 1:15 AAd var. cvr. ... 8.00

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DC (1940 PRESENT)
1 ● Joker, ● Cat-Woman ... 120,000.00
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12 ● Batwing ... 1,700.00
16 ●&O- Alfred ... 6,900.00
47 D: Batman ... 900.00
49 ● Mad Hatter, ● Vicki Vale ... 1,900.00
59 ● Deadshot ... 770.00
63 ● Killer Moth ... 740.00
92 ● Bat Hound ... 600.00
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171 ● Riddler in the Silver Age ... 850.00
181 BKa ● Poison Ivy ... 460.00
189 ● Scarecrow in the Silver Age ... 250.00
200 Anniv issue ... 125.00
232 DDn NAd ● Ras Al Ghul ... 450.00
234 DDn NAd ● Two-Face in Silver Age ... 480.00
237 NAd ● The Reaper ... 275.00
257 ● Jason Todd ● Killer Croc ... 100.00
366 DMa DNe ● Jason Todd as Robin ... 25.00
368 ● Jason Todd as Robin II ... 20.00
386 ● Black Mask ... 5.00
400 Stephen King, AAd JBy, MGi, GPe ... 8.00
404 FMa DNe "Year One" pt. 1 ... 9.00
405-407 FMi DNe pts. 2-4 ... 6.00
408 MAC CWn D: Post-Crisis Jason Todd ... 5.00
409 MAC RAn D: Post-Crisis Jason Todd ... 5.00
410 MAC DGr D: Post-Crisis Jason Todd ... 5.00
411 MAC DGr D: Post-Crisis Jason Todd ... 5.00
426 ISt JAp "Death in the Family" pt. 1 ... 12.00
427A-427B ISt JAp "Death..." pt. 2 ... 9.00
428 ISt JAp "Death..." pt. 3, D: Robin II ... 10.00
429 ISt JAp "Death" pt. 4, A: Superman ... 8.00
436A MWe RBi ● Tim Drake ... 4.00
442 Tim Drake dons Robin costume ... 4.00
457A ● Tim Drake as Robin II ... 4.00
475 ● Renee Montoya ... 7.50
489 ● Azrael in Batsuit ... 4.00
492A "Knightfall" cover begins ... 8.00
492B Platinum var cvr ... 15.00
497A Bane breaks Batman's back ... 3.00
498A ● Azrael as all-new Batman ... 4.00
...50A dbl-sz, w/ cards, ● Chase ... 5.00
567 ● Cassandra Cain ... 4.50
603A JLe ... 2.00
603B 2nd print, new ... 10.00
603F RRP ed. ... 450.00
603/609 Double Feature ... 7.00
609 JLb JLe ... 6.50
610-611 JLb JLe ... 3.00

6a2A JLb JLe 5.00
6a2B 2nd print: B&W cvr 15.00
6b3-6b6 JLb JLe 3.00
6b7 JLb JLe "R." Jason Todd 3.00
6b8 JLb JLe A. Jason Todd 3.00
635 JWi DNy R: Red Hood 4.25
636 JWi DMn Thy 4.00
637 JWi DMn Thy 5.00
655A GMo AKu 3.00
655B GMo AKu ..10 ADk var. 6.00
656-658 GMo AKu 4.00
663 GMo: prose issue 5.00
664-666 GMo AKu 4.00
667-669 GMo HW 4.00
670A GMo TDa: "Resurrection of Ra's al Ghul" prelude 5.00
670B J ... Da ...rth var 20.00
67... ...75 GMi TDa 4.00
676A GMo Batman R.I.P. 7.00
676B TDa var. 20.00
677A GMo 4.00
677B TDa var. 5.00
680B-683B TDa 1:25 var. cvr. 5.00
686 AKu 1:50 sketch var. cvr. 30.00
687A JWo B: Dick Grayson as Batman 4.00
687B JWo ..10 JG Jones var. cvr. 10.00
688 JWo MBa 4.00

ANNUALS

A 920.00
B ...oker 410.00

HARDCOVERS

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Birth of the Demon DOn NBr 25.30
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SPECIALS

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Harley Quinn PDi 40.00
In Darkest Night MBa JBr 17.00
Killing Joke AMo BBo Joker shoots Batgirl 20.00
The Man Who ...aughs EBb DMn 5.00
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War on Crime PDi ARo 40.00

BATMAN AND ROBIN
DC (2009 PRESENT)

1B GMo FQu ..25 var. 10.00
1C GMo FQu 1:250 sketch var. cvr. 80.00
2B GMo FQu AKu ..25 var. cvr. 10.00
3B GMo FQu TDa 1:25 var. cvr. 10.00
4B GMo FQu PTa 1:25 var. cvr. 8.00
5B GMo PTa 1:25 PTa var. cvr. 8.00
6B GMo PTa 1:25 PTa var. cvr. 8.00
7B-9B GMo CSt ..25 CSt var. cvr. 12.00
..0B GMo ACl 1:25 ACl var. cvr. 10.00
..1B GMo ACl 1:25 ACl var. cvr. 10.00
..2B GMo AE... 1:25 A... var. cvr. 8.00
13B GMo Flr 1:25 Flr var. cvr. 12.00
14B GMo Flr ..25 Flr var. cvr. 12.00
15B GMo Flr ..25 Flr var. cvr. 12.00
16B GMo CSt ..25 EVS var. cvr. 14.00

BATMAN: CACOPHONY
DC (2008-2009)

1A ...sh 7.00
1B BSa var. 12.50
1C ARa sketch var. 25.00
2A Rsh 6.00
2B-5B RSh ..25 var. 7.50
2I-3C RSm ..50 sketch var. 20.00

BATMAN: THE DARK KNIGHT RETURNS
DC (1986)

1 FMi FMi 12.00
2 FMi FM... Robin (Carrie Kelley) 9.00
3 FMi FMi D: Joker 9.00
4 FMi FMi vs. Superman. D: Alfred 9.00

BATMAN: THE RETURN OF BRUCE WAYNE
DC (2010 PRESENT)

1B GMo CSp 1:25 CSp var. cvr. 12.00
1C GMo CSp ..200 ARa sketch var. cvr. 60.00
2B GMo Flr 1:25 Flr var. cvr. 8.00
3B GMo Flr ..25 ...Pa var. cvr. 8.00
4B GMo CSt ..25 ... var. cvr. 8.00

BIRDS OF PREY
DC (1998 2009)

1 ..... 8.00
2-4 ..... 7.00
8 Barbara & Dinah kiss 40.00
A2 Power Girl's failed mission 4.00
A5 Black Alice ..... .00
Black Canary/Oracle Team-up 7.50

VOLUME TWO (2010-PRESENT)

1B GSn EBe ..25 Ch var. cvr. 10.00
4B GSn EBe 1:10 White Lantern var. cvr. 6.00

BLACK WIDOW
MARVEL

VOLUME FIVE (2010-PRESENT)

A ML DAu 4.00
..B ML DAu 1:10 photo cvr. var. 10.00
1C ML DAc ..10 Women of Marvel var. cvr. 10.00
..D ML DAc ..25 TFo var. cvr. 8.00
1E ML DAc Chicago Con var. cvr. 20.00
2B ML DAc ..15 Heroic Age var. cvr. 12.00
2C ML DAc 1:25 Sha var. cvr. 16.00
6B DSw MGa ..15 Ka var. cvr. 15.00
7B DSw MGa ..15 Vampire var. cvr. 12.50

BLACKEST NIGHT
DC (2009)

0A GJn IRe 1.00
0B GJn IRe sketch var. 40.00
1A GJn IRe 4.30
1B GJn IRe ..25 var. cvr. 12.00
1C GJn IRe 1:250 sketch var. cvr. 30.00
1D GJn IRe Red Diamond retailer var. cvr. 25.00
2A GJn IRe 4.00
2B GJn IRe ..25 MCa var. cvr. ..... .00
2C GJn IRe 1:200 sketch var. cvr. 10.00
3A-5A GJn IRe 4.00
3B-5B GJn IRe ..25 var. cvr. 2.00
3C-5C GJn IRe 1:100 sketch var. cvr. 10.00
6B-7B GJn IRe ..25 var. cvr. 7.00
6C-7C GJn IRe 1:100 sketch var. cvr. 30.00

MINI-SERIES

Batman 1A-3A 4.50
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Flash A: ...ash/Jin Sko 5.00
Flash B-3B Gans Sko 1:25 var. cvrs. 15.00
Superman JRo EBa 1A-3A 4.50
Superman 1B... EBa 1B-3B 10.00
Tales of the Corps 1A-3A PTo 4.00
Tales of the Corps 1B-3B PTo 1:25 var. cvrs. ... 10.00
Titans 1A-3A JKr EBe 5.00
Titans 1B-1B IKi EBe 1:25 var. cvr. 2.00
Wonder Woman 1A-3A GRu NSc 4.50
Wonder Woman 1B-1B GRu NSc 1:25 var. cvr 14.00

THE BRAVE & THE BOLD
DC (1955 1983)

1 Viking Prince 4,100.00
25 Suicide Squad 5,000.00
28 MSk GFo Justice League of America, Starro, O: Snapper Carr 30,000.00
29 MSe GFo 2: ILA. 9,000.00
30 MSe GFo 3: ILA. Prot. by 7,000.00
34 Hawkman in the Silver Age Hawkwoman in the S.A. 6,000.00
54 Teen Titans 600.00
57 Metamorpho 250.00
60 Wonder ... Dennis Trow 450.00
62 Wildcat in Silver Age 30.00
67 B: Batman Team-Ups 30.00

BRIGHTEST DAY
DC (2010 PRESENT)

0B GJn ..50 IRe var. cvr. 2.00
..B GJn 1:50 IRe var. cvr. 2.00
2B GJn ..25 IRe var. cvr. 8.00
3B GJn IRe ..25 IRe var. cvr. 7.50
4B GJn IRe ..25 IRe var. cvr. 7.50
5B GJn IRe ..25 IRe var. cvr. 6.00
6B GJn IRe 1:25 IRe var. cvr. 6.00

CAPTAIN AMERICA
MARVEL
(1968-1996, 2009-PRESENT)
Previously: Tales of Suspense #1-99

100 JKi 525.00
101 JKi 125.00
109 SLe JKi O retold: Cap 160.00
110 SLe JSe Rick Jones as Bucky, vs. Hulk, Viper 175.00
117 Falcon 400.00
144 GKr JRo Cap & Falcon split up 50.00
153 C: Jack Monroe (Nomad) 45.00
154 Jack Monroe (full) 50.00
155 D: Jack Monroe 8.00
180 Nomad 45.00
217 Marvel Man (Quasar) 20.00
235 FM: Daredevil 40.00
241A MWb FSp vs. Punisher 50.00
253 Union Jack III 30.00
276 Baron Zemo II 15.00
282A ... Jack Monroe as Nomad 4.00
... ... Red Skull, daughter 8.00
454 MWd RGa "Final" issue 5.00
600A EBr Returns to original numbering, adding Vol. II-V issues to where Vol. I left off. 6.00
600B EBr 50/50 ARo var. cvr. 6.00
600C EBr ARo Dy. For. sketch var. cvr. 15.00
601A-601B EBr 5.00
601 ... Jack Monroe 8.00
602 EBr ARo Toy Bag: poster issue 10.00
603B EBr ARo 1:15 Deadpool var. cvr. 15.00
605B EBr ... Iron Man var. cvr. 6.00
606B EBr ... Heroic Age var. cvr. 7.50
609B EBr JGu 1:15 Women of Marvel var. cvr. 7.50

ANNUALS

3 JKi JKr 25.00
4 JKi KJo A: Magneto 25.00
8 MG, MZe A: Wolverine 40.00

SPECIALS

Captain America: White 1Lb TSa 3.00
Captain America/Citizen V '98 KRo MBa 3.00
Captain America and Nick Fury: Blood Trail 6.00
Captain Am../Nick Fury: The Otherworld War ... 7.00

VOLUME FIVE (2004 2009)

... EBb SEp D: Red Skull. C: Winter Soldier 12.00
2 EBb SEp 10.00
3 EBb SEp D: Jack Monroe 10.00
4 EBb ...ep 10.00
5 EBb ...ell 8.00
6A EBb SEp IR: Winter Soldier 10.00
6B Winter Soldier var. 6.00
7 EBb Jack Munroe's final days. 10.00
8A Winter Soldier" pt. 1 ..... 10.00
8B ...lo var 12.00
9 EBb SEp 5.00
...I EBb SEp. O: Winter Soldier 5.00
12-13 EBb SEp 5.00
14 EBb SEp: Bucky regains memory 35.00
15-17 EBb SEp 4.00
18-20 EBb SEp 5.00
21 EBb SEp 4.00
24 EBb: Civil War tie-in 7.00
25A EBb SEp D: Steve Rogers 10.00
25B EMc var 15.00
25C WWd A: ICa var. 20.00
25E Director's cut. 5.00
34A Bucky as Cap 5.00
34B ARo var 5.00
40L DF ARo var. 15.00
40B EBr FCh ape var. cvr. 5.00
44B EBr SBu var. cvr. 7.00
45B EBa villain var. cvr. 7.00
46B EBr 70th anniversary var. cvr. 7.00

CAPTAIN AMERICA COMICS
TIMELY (MARVEL) (1941-1954)

1 SSe JKi: Captain America & Bucky, Red Skull! 70,000.00
3 JSe JKi Stan Lee writing 15,000.00

CAPTAIN AMERICA: REBORN
MARVEL (2009-2010)

1A EBr BHi BHi cvr. 7.00
1B EBr BHi ARo cvr. 7.00
1C EBr BHi 2:25 JQu var. cvr. 12.50
1D EBr BHi ..25 ICa var. cvr. 5.00
1E EBr BHi 1:20 JCa sketch var. cvr. 50.00
2A EBr BHi 6.00
2B EBr BHi 1:25 TSa var. cvr. 5.00
2C EBr BHi 1:25 ICa var. cvr. 15.00
2D EBr BHi ..25 JCa sketch. 50.00
2E Marvel Party var. cvr. 100.00
3B-5B EBr BHi ..25 var. cvrs. 12.00
6B EBr BHi ..25 JCa var. cvr. 15.00
6C EBr BHi 1:50 JQu var. cvr. 45.00

CAPTAIN MARVEL ADVENTURES
FAWCETT (1941 1953)

1Sy IK. 30,000.00
2 GTo. 7,000.00
3 GTo. 4,300.00
4 GTo. 3,500.00
5 GTo. 2,000.00
6 ..... 750.00
7 ..... 750.00
8 OBr Be IBA. 1,000.00
9-10 ..... 750.00
11-15 ..... 500.00
16-21 ..... 450.00
22 OBr CBe Monster Society of Evil; Mr. Mind (voice only). 700.00
23-25 OBr CBe A: Monster Society of Evil 500.00
26 OBr Be Mr. Mind. 600.00
27-30 A: Monster Society of Evil 400.00
31-46 A: Monster Society of Evil 350.00
47-60 ..... 250.00
61-79 ..... 200.00
80 OBr CBe Origin retold: Captain Marvel 400.00
81-100 ..... 200.00
101-125 ..... 175.00
126-149 ..... 150.00
150 OBr CBe Final issue 300.00

CARNAGE
MARVEL (2010 PRESENT)

1A ZWe ECr A: Spider-Man, Iron-Man 4.00
1B ZWe CCr PZi var. cvr. 7.00
1C ZWe CCr 1:25 AAd var. cvr. 12.00

CHEW
IMAGE (2009)

1A JLa RGu 125.00
1B JLa RGu Second Print 8.00
1C JLa RGu ...arry's var., only 1,000 ..... 20.00
2 JLa RGu 30.00
3-4 JLa RGu 8.00
5 JLa RGu 6.00
6 JLa RGu 5.00
7 JLa RGu 4.00

CONAN THE BARBARIAN
MARVEL (1970 1993)

1 RTh BSm Conan in comics. 650.00
2 RTh BSm 250.00
3 RTh BSm: scarce 260.00
23 Red Sonja 160.00
275 Final issue: Scarce 75.00

CRISIS ON INFINITE EARTHS
DC (1985-1986)

... MWo GPe Pariah. Blue Beetle (DC Comics) 6.00
2 MWo GPe E: Anti-Monitor (shadow) 6.00
4 MWo GPe O: Lady Quark, O: Dr. Light II, D: Monitor 6.00
5 MWo GPe Anti-Monitor 6.00
6 MWo GPe Captain Atom (in DC) 6.00
7 MWo GPE D: Supergirl 8.00
8 MWo GPe D: Flash (Barry Allen) 8.00
9-10 MWo GPe 5.00
11 MWo GPe single Earth created 4.00
12 MWo GPe Earth-2 Superman, Lois Lane, Alex Luthor and Superboy-Prime separately depart universe. 4.00

DAKEN, DARK WOLVERINE
MARVEL (2010-PRESENT)

1A DWa ML GDO 5.00
..B DWa ML GDO 1:25 GDO var. cvr. 12.00
1C DWa MLs GDO ..75 MDy var. cvr. 40.00
2B DWa ML GDO ..15 Vampire var. cvr. 7.00

DAREDEVIL
MARVEL
(1964-1998, 2009-PRESENT)

1A SLe BEv Daredevil, Foggy Nelson 5,000.00
2 SLe JKi Electro 950.00
3 SLe JKi Owl 400.00
4 SLe JKi Purple Man 425.00
5 SLe WWo Matador 375.00
6 SLe WWo Mr. Fear 215.00
7 SLe WWo red costume 1,000.00
57 ID to Karen Page 100.00
81 B: Black Widow as DD's co-star 150.00
131 Bullseye 150.00
132A A: Bullseye 50.00
132B A: Bullseye; $0.30 var. cvr. 225.00
140-141 A: Bullseye 10.00
146B $0.15 var. 48.00
158 MWo FMi Man on fire 180.00
159 RMr FMi A: Bullseye 60.00
160 RMr FMi 30.00
161 RMr FMi 40.00
162 MFh SDi Origin retold: Daredevil 20.00
163 RMr FMi A: Hulk 40.00
164 RMr FMi Daredevil's origin retold and ... Ben Urich 70.00
165 RMr FMi 30.00
166 RMr FMi 30.00
167 DMc Mi 25.00
168 FMi FMi Elektra 150.00
169 FMi FMi 30.00
170-72 FMi FMi 15.00
173 FMi FMi 12.00
174 FMi FMi A: Elektra. the Hand. 20.00
175 FMi FMi A: Elektra, "D" the Hand 17.00
176 FMi FMi A. Elektra. Stick 25.00
181 FMi "D" Elektra 25.00
182-184 FMi KJo A. Punisher 10.00
185-188 FMi KJo 8.00
189 FMi KJo D: Stick. 8.00
190 FMi KJo "R" Elektra 8.00
219 SMi 6.00
226 FMi 5.00
227-231 FMi DMa "Born Again" 4.00
232 FMi DMa Nuke 6.00
233 FMi DMa Born Again 3.00
254 ANo JRj Typhoid Mary 4.50
270 ANo JRj Blackheart 5.00
500A EBr MLa Returns to original numbering, adding Vol. II issues to where Vol. I left off. 4.50
500B ARo DF var. cvr. 6.00
500C EBr MLa ..10 70th anni. var. cvr. 6.00
500D EBr MLa 1:15 GDo var. cvr. 7.00
500E EBr MLa ..25 GDO var. cvr. 9.00
501B ADi MCc 1:20 Tim Sale var. cvr. 8.00
505B ADi MCc 1:15 Deadpool var. cvr. 12.00
506B ADi MCc ..15 Iron Man var. cvr. 8.00
508-509 ADi RTo "Shadowland" 5.00
510A ADi MCc "Shadowland" 4.00
510B ADi MCc 1:15 ECa var. cvr. 6.00
511B ADi RTo 1:15 Vampire var. cvr. 9.00

VOLUME TWO (1998 2009)

...2 Wizard: mail-away 5.00
1A "Marvel Knights" RSm JQu 15.00
1C Authentix sketch cvr 22.00
1D Authentix sketch NOTE: No price listed since each issue includes customized sketch. 400 made
2A JQu cvr 6.50
2B JCp cvr 6.90
5A RSm JQu 9: Karen Page 7.00
5B JQu var 5.00
6 RSm JQu 4.00
7 RSm JQu D: Mysterio 4.50
8 RSm JQu 4.50
9 Echo (Maya) becomes Ronin) 5.00
16 1st BMB on DD 3.00
26 BMB AMu begin run 4.00
32 IR: DD 5.00
81 Final BMB AMu issue- Murdock imprisoned 4.00
82A EBb ML "D" Foggy Nelson 5.00
82B SMi 1:20 var. cvr. 10.00
VISION QUEST TPB 35.00

Returns to Vol. 1 after #119

DARK AVENGERS
MARVEL (2008-2010)

1B BMB MGo ...30 MDi var. 7.00
1D BMB MDe 1:50 AGr var. 20.00
1F BMB MDe NYC var. 10.00
2B BMB MDe ..18 Choi var. cvr. 7.00
3B BMB MDe ..15 DAs. 10.00
4B BMB MDe ..15 SCa var. cvr. 10.00
5B BMB MDe ..15 KPh var. cvr. 8.00
6B BMB MDe ..15 Ri'a var. cvr. 8.00
7B MFr MDe 1:20 SBr var. cvr. 8.00
8B MFr MDe SBl var. cvr. 8.00
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DARK HORSE (1986-2000)

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10 ...r DMh The Mask 30.00
24 Give MMe Or. Aliens 15.00
36A RSd PMo Aliens vs. Predator 7.00
36B RSd PMo Painted cover var. 17.00
51 FMi Sin City 25.00
52-55 FMi Sin City 12.00
56-62 FMi Sin City 10.00
88 MMn A. Hellboy 25.00
89-91 MMn A. Hellboy 8.00
157 EPe A...on 4.00

ANNUALS AND SPECIALS

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Fifth Anniversary Special FMi Sin City 50.00

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MARVEL (2009)

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Incredible Hulk 1B ..100 white var. 40.00
Punisher 1B 1:100 white var. 20.00
Secret Warriors 1B 1:100 white var. 30.00
Wolverine 1B ..100 white var. 40.00
X-Men 1B ..100 white var. 25.00

DARK WOLVERINE
MARVEL (2008-2010)
Previously: Wolverine (Vol. III) #1-74

75B ML DWa GCm 1:15 MDy var. cvr. 8.00
76B ML DWa GCm 1:10 SDS var. cvr. 6.00
76C ML DWa GCm ..35 MCh var. cvr. 8.00
77B ML DWa GCm ..10 70-ann. frame var. 5.00
77C ML DWa GCm 1:15 RSn var. cvr. 5.00
78B ML DWa GCm ..10 DAs. var. cvr. 5.00
79B ML DWa GCm ..15 KPh var. cvr. 5.00
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2C IBr JSv Virgin var. cvr. ..... 1...00
3A-3B IBr JSv 6.00
4A-4B IBr JSv 5.00
4C IBr JSv ..10 Alle var. cvr. 8.00
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6A-6B IBr JSv 4.00

DC COMICS PRESENTS
DC (1978 1986)

Note: Superman team-ups in all issues.

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1B MPa JGl, Whitman var. cvr. 60.00
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2B MPa JGl, Whitman var. cvr. 30.00
3A DMn RGu, A: Adam Strange 0.00
3B DMn JGl, Whitman var. cvr. 15.00
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4B ...We JGl, Whitman var. cvr. 5.00
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7 PLe DDi A: Red Tornado. 7.00
8 SEn MAn A: Swamp Thing 9.00
9A MPa JSn A: Wonder Woman 9.00
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10B CBt JSn Whitman var. cvr. 10.00
11A CBt JSn A: Hawkman 6.00
11B CBt JSn Whitman var. cvr. 9.00
12A SEn RBu A: Mr. Miracle 6.00
12B SEn RBu Whitman var. cvr. 9.00
13 PLe DDi A: Legion of Super-Heroes 5.00
14A PLe DDi A: Superboy 5.00
14B PLe DDi Whitman var. cvr. 8.00
15A EBt JSn A: Atom 5.00
15B EBt JSn Whitman var. cvr. 8.00
16A DOn JSn A: Black Lightning. 4.00
16B DOn JSn Whitman var. cvr. 7.00
17 GCy IGl, A: Firestorm 4.00
18 GCy DBr A: Zatanna 4.00
19A DOn JSt A: Batgirl 6.00
19B DOn JSt Whitman var. cvr. 9.00
20 DOn IGl, A: Green Arrow 4.00
21A GCy JSt A: Elongated Man. 4.00
21B GCy JSt Whitman var. cvr. 7.00
22 MBa DBr A: Captain Comet 4.00
23 DOn JSt A: Dr. Fate 4.00
24 ...We JGl, A: Deadman 4.00
25 PLe DDi A: Phantom Stranger 4.00
26 MWo JSt A: Green Lantern (Hal Jordan); New Teen Titans (prequel insert) 45.00
27 ...We JSt Mongul; A: Martian Manhunter 30.00
28 LWe JSt A: Supergirl, Mongul 10.00
29 ...We JSt A: Spectre, Supergirl 0.00
30 GCy CSw A: Black Canary 4.00
31 GCy IGl, A: Robin 4.00
32 GCy KSc A: Wonder Woman. 4.00
33 GCy RTh RBu A: Captain Marvel 6.00
34 RTh RBu, A: Marvel Family. 8.00
35 MPa CSw A: Man-Bat 4.00
36 PLe JSt A: Starman (Gavyn), Mongul 5.00
37 RTh JSt A: Hawkgirl. 4.00
38 ...We ASa A: Flash (I) 5.00
39 MPa JSt A: Plastic Man 3.00
40 GCy IMo A: Metamorpho 3.00
41 MPa JSt, A: Joker; 36-page Wonder Woman insert by Roy Thomas & Gene Colan 4.00
42 PLe IMo A: Unknown Soldier 3.00
43 PLe CSw A: Legion of Super-Heroes 4.00
44 EMB BRo IMo A: Dial H for Hero. 3.00
45 GCy RBu, A: Firestorm 3.00
46 EMB ASa A: Global Guardians 3.00
47 PKu CSw Ble-Man m...omics 20.00
48 DMk GCh IMo A: Aquaman 3.00
49 PKu RTh RBu A: Captain Marvel 5.00
50 DMk GCh ASa A: Batman 3.00
51 DMk ASa A: Atom; also: a 16-page preview insert of "Masters of the Universe" 10.00

PG KEY

..... First Appearance of	M..... Married
anniv ..... Anniversary issue	O ..... Origin
A ..... Appearance	p ..... part #
B ..... Begin stories with	PF ..... Prestige Format
C ..... Cameo that pre-dates	Q ..... Quits
cvr ..... Cover	R ..... Return of
D ..... Death/Destruction of	SC ..... Softcover
GN ..... Graphic Novel	sz ..... Size
HC ..... Hardcover	s&# ..... Signed and numbered
IR ..... Identity revealed	TPB ..... Trade Paperback
J ..... Joins	w/ ..... With
L ..... Last story with	w/o ..... Without

All books listed in the Wizard Price Guide are valued at Near Mint prices. This is the same as a 9.4 CGC-graded book for Modern and Bronze Age books, or 9.0 for everything else. Books in higher grades are worth more than the value listed in the guide.

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54 PKu DMc A: Green Arrow 2.00
55 BRo ASa A: Air Wave 2.00
56 PKu CSw A: Power Girl 4.00
57 DMk GCh A: Atomic Knights 2.00
58 MRa CSw A: Robin, Elongated Man 2.00
59 PLe KGa A: Legion of Substitute Heroes 4.00
60 CBu INo A: Guardians of the Universe 2.00
61 LWe GPe A: OMAC 2.00
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71 EMB CSw A: Bizarro 5.00
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78 MWo CSw A: Forgotten Heroes 3.00
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82 CBr KGa A: Adam Strange 2.00
83 MBa INo A: Batman and the Outsiders 2.00
84 BRo JKi A: Challengers of the Unknown 2.00
85 AMo RVe A: Swamp Thing 10.00
86 PKu RMo A: Supergirl, "Crisis" x-over 10.00
87 ESM CSw ●: Superboy Prime; "Crisis" 30.00
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89 BRo ASa A: Omega Men 2.00
90 PKu DCo A: Firestorm, Captain Atom 2.00
91 CBn CSw A: Captain Comet 2.00
92 PKu CSw A: Vigilante 2.00
93 PKu ASa A: Plastic Man, Elongated Man 2.00
94 BKe TMa A: Harbinger "Crisis" 12.00
95 TTs RHw A: Hawkman
96 GCh DMk JSn A: Blue Devil
97 SGe RVe A: Phantom Zone. Final issue 9.00

ANNUALS

1 MWo RBs A: Earth-II Superman 7.00
2 ESM XPo ●: Superwoman (Kristin Wells) 7.00
3 RTh GKo A: Captain Marvel 9.00
4 ESM EBa A: Superwoman 9.00

DEADPOOL

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4 JKe EMc A: Hulk 10.00
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22B DWa .15 Iron Man var cvr 10.00
23B DWa ..5 Heroic Age var cvr. 10.00

SPECIALS

Baby's First Deadpool Book 50.00
Daredevil/Deadpool '97 22.00
Deadpool/Death '98 20.00
Encyclopedia Deadpoolica 35.00
Gi'l Summer Fun Spectacular (2007) 7.50
Rank and Foul (2010) 4.00

DEADPOOL TEAM-UP

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Note: This series started w/#899 and has been counting backwards since.

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MARVEL (2010)

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28 2nd Batman 30,000.00
29 2nd Batman cvr. ●: utility belt 45,900.00
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108 ●: Batwoman 900.00
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168 O: Joker; ●: Red Hood 6,000.00
225 ●&O: Martian Manhunter 10,000.00
230 ●: Mad Hatter 650.00
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235 O: Batman's costume 1,500.00
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273 IR: J'Onn J'Onzz 400.00
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174 RTh GCo 40.00
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183 RTh GCo Final issue 35.00

FANTASTIC FOUR

MARVEL (1961-1996, 2003-PRESENT)

1A Sue JKi ●&O: Fantastic Four, Marvel's 1st Silver Age superhero team, ● Mole Man 100,000.00
1B Golden Record reprint w/record 310.00
1C Golden Record reprint w/o cvr, price 210.00
2 Sue JKi ●: Skrulls 8,000.00
3 Sue JKi ●: costumes & Fantastic Car 10,000.00
4 Sue JKi Re-Intro: Sub-Mariner, ●: since Golden Age 7,000.00
5 Sue JK, ●&O: Dr. Doom 20,000.00
6 Sue JKi A: Dr. Doom, Namor 1st Marvel villain team-up 5,000.00
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20 Sue JKi ●: Molecule Man 535.00
21 Sue JKi ●: Hate Monger 675.00
22-24 Sue JKi 250.00
25 Sue JKi Hulk vs. Thing 900.00
26 Sue JKi Hulk vs. Thing 870.00
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30 Sue JKi ●: Diablo 325.00
31-32 Sue JKi 175.00
33 ●: Attuma 210.00
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35 Sue JKi ●: Dragon Man, Reed & Sue get engaged 280.00
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37 .. 300.00
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57 Sue JKi Doom defeats Silver Surfer 85.00
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74-77 Sue JKi A: Silver Surfer 100.00
94 Sue JKi ●: Agatha Harkness 38.00
110A green Thing, pink costumes 300.00
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112 Sue JBu Hulk vs. Thing 140.00
150 GCy RBu M: Crystal & Quicksilver, x-over w/Avengers #127 50.00
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500A MWd MWi Returns to original numbering, adding Vol. II & III issues to where Vol. left off 3.00
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574B JHi 1:44 Team var. cvr. 25.00
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576B JHi DEa 1:.5 Deadpool var. cvr 12.00

ANNUALS

1 Sue JKi O: Namor ●: Leonid McKenzie, ● Princess Fen; A: Spider-Man ..000.00
3 Sue JKi M: Reed & Sue 300.00
6 Sue JKi ●: Annihilus, Franklin born 100.00

GIANT SIZE

4 CCI JBu ●&O: Jamie Madrox 60.00

VOLUME THREE (1997-2003)

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22 CF Sta ●: Valeria .. 4.00
60A $0.99 version 3.00
60B Book store $2.25 var. cvr. 10.00
60C Baltimore Comic Con var. cvr. 15.00
61 1st MWd MWr 3.00
67 "Unthinkable" A: Dr. Doom. 6.00

Returns to Vol. 1 after #70

FLASH

DC (1959-1985)

See Showcase #4 for O: Silver Age Flash; Previously: Flash Comics

105 GFo Cln ●: Mirror Master 16,000.00
106 GFo Cln ●&O: Gorilla Grodd & Pied Piper 8,000.00
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112 Cln ●: Elongated Man 2,500.00
113 Cln ●&O: Trickster 2,000.00
117 Cln ●: Captain Boomerang 850.00
119 M: Elongated Man & Sue Dibny 650.00
122 ●&O: The Top 500.00
123 GFo Cln ●: Golden Age Flash in Silver Age, ●: Earth-2 5,300.00
128 ●&O: Abra Kadabra 550.00
129 Golden Age Flash; ●: several G.A. heroes in S.A. 550.00
137 ●: S.A. in Silver Age 420.00
139 ●&O: Prof. Zoom (Reverse-Flash) 325.00
140 ●&O: Heat Wave 225.00
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151 Barry engaged to Iris 125.00
165 M: Barry Allen & Iris West 100.00
175 Superman/Flash race 150.00
243 "D" The Top 20.00
276 "D" Iris West 25.00
289 1st DC art by GPe & Firestorm 25.00
324 D: Reverse Flash 10.00
340-348 CBa Cln "The Trial of the Flash" 10.00
349 CBa Cln "The Trial of the Flash" 14.00
350 CBa Cln Final issue 18.00

VOLUME TWO (1987-2006)

Wizard 1/2 prelude to "Rogue War" 10.00
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1 MBa JKu New Teen Titans 6.00
53 WMc Flash/Superman race 6.00
62 ●: MWd on Flash "Year One" 5.00
63-65 "Year One" 5.00
66-69 MWd GLa 4.00
70 MWd GLa A: Green Lantern 5.00
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79 Wally vs. Prof Zoom, dbl-sz 6.00
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98 MWd MWr 7.00
99 MWd MWr ●: Impulse (Kid Flash) 16.00
35 GMo MWi Green Lantern/G.A. x-over ..0.00
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164 GJo ●: Geoff Johns on Flash 12.00
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198-199 GJn SKo A: Zoom 7.00
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219 GJn Wonder Woman x-over A: Zoom 9.00
220-225 GJo "Rogue War" 4.00
231C Diamond Retailer var. cvr. 30.00

ANNUALS

5 TCh ●: Travis Charest artwork 5.00

VOLUME THREE (2010-PRESENT)

1A GJn FMa 5.00
1B GJn FMa 1:25 TNa var. cvr. 12.00
1C GJn FMa 100 sketch var cvr. 40.00
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2B GJn FMa 1:10 RSo var. cvr. 8.00
Iron Heights GJn EVa 12.00

FLASH COMICS

DC (1940-1949)

1 ●&O: Flash, ●&O: Hawkman, ●&O: Johnny Thunder, ●: Shiera Sanders (Hawkgirl) ,000,000.00
6 2nd ..ash cvr 8,000.00
12 Classic Hawkman cvr 3,000.00
33 O: Wade 1,300.00
36 ●: Rag Doll ,500.00
24 Shiera becomes Hawkgirl 3,300.00
61 Hawkman by Alu begins 1,500.00
86 ●: Black ..ssary 3,000.00
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Becomes Green Lantern Corps w/#201

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ANNUAL
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DC
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MARVEL/ICON (2008-2010)
1A MMi JRj 25.00
1B 1:10 SMn var. 40.00
1C 1:25 JRj sketch var. 55.00
2 MMi JRj 18.00
3 MMi JRj 15.00
4-5 MMi JRj 10.00
6 MMi JRj 7.00
7-8 MMi JRj 5.00

MARVEL COMICS
TIMELY (1939)
1 ❶: Human Torch; ❶: Kazar the Great; D: Sub-Mariner 200,000.00

MARVEL FEATURE
MARVEL (1971-1972)
1 ❶: Defenders 160.00

MARVEL GRAPHIC NOVEL
MARVEL (1982-1988)
1 JSt JSt "Death of Captain Marvel" 50.00
2 RTh PCR "Elric: the Dreaming City" 12.00
3 JSt JSt "Dreadstar" 18.00
4 CCI BMc ❶: New Mutants 45.00
5 CCI BAn "X-Men: God Loves, Man Kills" ❶: William Stryker 40.00
6 WSi WSi "Star Slammers" 8.00
7 DMc PCR "Killraven, Warrior of Worlds" 8.00
8 JBy RWi "Super Boxers" 6.00
9 DCo DCo "Futurians" 8.00
10 RVe RVe "Heartburst" 5.00
11 SGe VMa "Void Indigo" 7.00
12 JSh FSp "Dazzler: the Movie" 22.00
13 EKe MKa "Starstruck" 7.00
14 BMa JGu "Swords... Swashbucklers" 6.00
15 AZe CVe "The Raven Banner" 7.00
16 DMi GLa "Aladdin Effect," A: Storm, She-Hulk, Tigra, Wasp 10.00
17 DMi MSi "Revenge of the Living Monolith," A: Spider-Man, Avengers, Fanastic Four 22.00
18 JBy JBy "Sensational She-Hulk" 20.00
19 DKr GKw "Conan" 12.00
20 JDe MBg "Greenberg the Vampire" 7.00
21 CCI JBo "Marada the She-Wolf" 9.00
22 SPu BWr "Hooky," A: Spider-Man 25.00
23 JDe DGr "Dr. Strange: Into Shamballa" 14.00
24 FMi BSi "Daredevil: Love and War" 25.00
25 CPo FCi "Alien Legion: Grey Day to Die" 11.00
26 JMu JMu "Dracula: a Symphony..." 11.00
27 DMi BHa "Emperor Doom," A: Avengers 22.00
28 DKr JSe "Conan the Reaver" 12.00
29 JSt BWr "Hulk/Thing: Big Change" 12.00
30 SGl SGl "A Sailor's Story" 7.50
31 LHa RWi "Wolfpack" 8.00
32 MEv SAr "The Death of Groo" 12.00
33 JSh PRy "I, Whom the Gods Would Destroy," A: Thor 13.00
34 BMa LSi "Cloak & Dagger" 9.00
35 MKa DOn "The Shadow" 15.00
36 JDu BHa "Willow" Movie Adaptation 8.00
37 BLa BLa "Hercules: Full Circle" 7.00
38 JBu SLe "Silver Surfer: Judgment Day" 20.00

MARVEL PREMIERE
MARVEL (1972-1981)
1 D: Warlock 100.00
2 50.00
3 Dr. Strange 90.00
10 D: Ancient One 50.00
15 ❶&0: Iron Fist 200.00
47 ❶&0: Ant-Man (Scott Lang) 30.00
50 ❶&0: Alice Cooper in comics 35.00

MARVEL SPOTLIGHT
MARVEL (1971-1977)
1 ❶&0: Red Wolf 110.00
2 ❶&0: Werewolf by Night 300.00
5 ❶&0: Ghost Rider 1,400.00
6 0: Ghost Rider 100.00
7 0: Ghost Rider 100.00
8 0: Ghost Rider 90.00
9 0: Ghost Rider 75.00
10 Ghost Rider 50.00
11 Ghost Rider 50.00
12 B: Son of Satan 50.00
32 ❶: Spider-Woman 60.00

MARVEL SUPER-HEROES SECRET WARS
MARVEL (1984-1985)
1 JSh MZe ❶: Beyonder, R: Ultron 6.00
6 C: Spider-Woman II 5.00
7 JSh MZe ❶: Spider-Woman II 5.00
8 JSh MZe ❶ &0: Spider-Man's alien costume, R: Wasp, villains lose 40.00

MARVEL TEAM-UP
MARVEL (1972-1985)
1 450.00
95 ❶: Mockingbird 10.00
100 FMi ❶: Karma 25.00
127 A: Wolverine 15.00
141 ❶: Black costume in MTU 22.00
150 A: X-Men, Final Issue 15.00

ANNUALS
1 A: X-Men 60.00
2 CCI SBu A: Hulk 15.00
3 A: Hulk, Power-Man & Iron Fist 12.00
4 FMi A: Daredevil, Iron Fist 15.00
5 MGr A: Dr. Strange, Serpent Crown 20.00
6 A: Cloak & Dagger, New Mutants 20.00
7 LSi A: Alpha Flight 5.00

MARVEL TWO-IN-ONE
MARVEL (1974-1983)
1 SGe GKa A: Man-Thing 60.00
2 SGe GKa A: Sub-Mariner 40.00
4 SGe SBu C: Guardians of the Galaxy 40.00
5 SGe SBu 2nd A: Guardians of the Galaxy 75.00
8 SGe SBu A: Ghost Rider 25.00
21 BMa A: Doc Savage 20.00
27 MWe Early A: Deathlok 25.00
43 JBy 1st Thing by Byrne 40.00
53 JBy A: Quasar 20.00
54 JBy A: Deathlok 25.00
55 JBy A: Giant-Man (prev. Black Goliath) 20.00
56 GPe ❶: Screaming Mimi (later Songbird) 25.00
69 MGd A: Guardians of the Galaxy; ❶: Vance Astrovik in regular continuity, later becomes Marvel Boy, Justice 40.00
86 TDF RWi B: Sandman as hero 10.00
100 JBy RWi Final issue 15.00

ANNUALS
2 JSt JSt A: Thanos, Warlock, Captain Marvel, Spider-Man, Avengers; last Thanos until return in Silver Surfer #34 in 1990 50.00

MORE FUN COMICS
DC (1936-1947)
51 C: The Spectre 4,900.00
52 ❶&0: The Spectre 75,700.00
53 C: The Spectre 40,300.00
55 ❶: Dr. Fate 18,400.00
67 D: Dr. Fate 7,600.00
71 ❶&0: Johnny Quick 5,400.00
73 ❶&0: Aquaman; ❶: Green Arrow & Speedy 15,000.00
75 C: Spectre 2,250.00
101 ❶&0: Superboy 7,500.00

MORNING GLORIES
IMAGE (2010-PRESENT)
1A NSp JEi 25.00
1B NSp JEi Second printing 14.00
1C NSp JEi Third printing 7.00
1D NSp JEi Fourth printing 5.00
1E NSp JEi Larry's Comics var. cvr. 40.00
2A NSp JEi 15.00
2B NSp JEi Second printing 9.00
2C NSp JEi Third printing 6.00
3 NSp JEi 7.00
4 NSp JEi 5.00

NEW AVENGERS
MARVEL (2004-2010)
VOLUME ONE
1A BMB DFn 5.00
1B Director's cut 4.00
1C 1:20 SMn Spider-Man var. 30.00
1D JQu var. 4.00
1E DFr var. 6.00
2A BMB DFn 8.00
2B 1:19 THr Sentry var. 20.00
3A BMB DFn 5.00
3B 1:18 OCo Wolverine var. 20.00
4B 1:17 JCh Ronin var. 20.00
5B 1:16 AGo Cage/Spider-Woman var. 10.00
6B 1:15 BHi Cap./Iron Man var. 10.00
7A BMB DFn ❶: Illuminati 3.50
7B-10B "Startling Stories" var. cvr. 6.00
21 BMB HCh "Civil War" 6.00
22-23 "Civil War" 4.50
27B BMB 1:100 LYu var. 25.00
31B sketch var cvr. 12.00
50 BMB Dark Reign Aku var. cvr. 7.00
56 BMB 70th anniversary var. cvr. 5.00
57 BMB SHS var. cvr. 5.00

ANNUALS
1 BMB DCo 4.00

SPECIALS
Illuminati Secret History (2007) 4.00
Most Wanted Files (2005) 4.00
New Avengers Finale BMB 5.00

VOLUME TWO (2010-PRESENT)
1B BMB Slm 1:25 var. cvr. 12.00
1C BMB Slm 1:75 Luke Cage var. cvr. 30.00
1D BMB Slm Blank var. cvr. 6.00
2B BMB Slm 1:75 Spider-Man var. cvr. 30.00
3B BMB Slm 1:15 Women of Marvel var. cvr. 6.00
3C BMB Slm 1:25 MDj var. cvr. 12.00
3S BMB Slm 1:75 Luke Cage var. cvr. 25.00

NEW MUTANTS
MARVEL (1983-1991)
1 CCI MCi 4.50
16 ❶: James Proudstar (later Warpath) 5.00
23-25 CCI BSi A: Cloak and Dagger 5.00
86 LSi RLi ❶: RLi New Mutants, C: Cable 4.00
87A RLi ❶: Cable 36.00
88 LSi RLi 9.00
89-97 LSi RLi 5.00
98 RLi ❶: Deadpool, ❶: Domino 30.00
99-100 RLi 3.00

ANNUALS
2 ❶: Psylocke 15.00

SPECIALS
Special Edition (1985) AAd 6.00
Summer Special (1990) 4.00

VOLUME FOUR (2009-PRESENT)
1B ZWe 1:10 Benjamin var. cvr. 12.00
1C ZWe 1:25 McLeod var. cvr. 12.00
1D ZWe San Diego Comic Con sketch var. 22.00
2B ZWe 1:15 Benjamin var. cvr. 12.00
3B ZWe 1:15 SDs var. cvr. 12.00
6B ZWe Zombie var. cvr. 9.00
10B 1:15 Deadpool var. cvr. 16.00
12A "Second Coming" 16.00
12B 1:15 Iron Man var. cvr. 20.00
12C 1:25 DFr var. cvr. 25.00
12D Second print var. cvr. 8.00
13A "Second Coming" 10.00
13B 1:25 DFr var. cvr. 16.00
13C 1:15 Heroic Age var. cvr. 14.00
14B 1:25 DFr var. cvr. 14.00
15B 1:20 AAd var. cvr. 14.00

NEW TEEN TITANS
DC (1980-1984)
see DC Comics Presents #26 for ❶: New Teen Titans
1 MWo GPe ❶: Grant Wilson 15.00
2 MWo GPe ❶: Deathstroke, ❶&0: Ravager, ❶: Trigon 40.00
3 MWo GPe ❶: Psimon, 0: Raven I, 0: Starfire 12.00
10 IR&0: Deathstroke, 0: Changeling 6.50
14 ❶: new Brotherhood of Evil 7.00
16 ❶: Captain Carrot & Zoo Crew 3.50
26 ❶: Terra 8.00
39 E: Dick Grayson as Robin 4.00
Becomes Tales of the New Teen Titans w/#41

NYX
MARVEL (2003-2006)
1-2 JQu JMi 6.00
3 JQu JMi ❶: X-23 75.00
4 A: X-23 15.00
5-7 3.00

PETER PARKER, THE SPECTACULAR SPIDER-MAN
MARVEL (1976-1998)
1 GCy SBu vs. Tarantula 52.00
64 ❶: Cloak & Dagger 55.00

SECRET AVENGERS
MARVEL (2010-PRESENT)
1A EBr MDe 4.00
1B EBr MDe 1:15 Heroic Age var. cvr. 7.00
1C EBr MDe 1:25 MDj var. cvr. 12.00
1D EBr MDe 1:75 Beast var. cvr. 25.00
1E EBr MDe Gatefold var. cvr. 50.00
1F EBr MDe Second printing var cvr. 4.00
2B EBr MDe 1:75 Moon Knight var. cvr. 30.00
3B EBr MDe 1:75 Valkyrie var. cvr. 35.00
4B EBr MDe 1:15 Women of Marvel var. cvr. 7.00
4C EBr MDe 1:75 Nova var. cvr. 25.00
5B EBr MDe 1:15 Super Hero Squad var. cvr. 7.00
5C EBr MDe 1:75 War Machine var. cvr. 35.00

SECRET INVASION
MARVEL (2008-PRESENT)
1A BMB LYu 4.00
1B 1:25 SMn var. 12.50
1C 1:50 LYu var. 20.00
1D 1:75 SMn sketch var. 25.00
1E black con sketch cvr. 4.00
1F DF var. 7.50
1G Midtown NYCC var. 4.00
2B-8B 1:25 var. cvrs. 8.00
2C-8C 1:75 sketch var. cvrs. 12.00
20-40 1:50 LYu var. cvrs. 10.00

PRICE GUIDE!

PRICE WENT UP! | PRICE WENT DOWN! | THIS ONE'S NEW! | BOOK IS HOT!

SENSATION COMICS
DC (1942-1952)
1 ❶: Wildcat, A: Wonder Woman 50.000

SHOWCASE
DC (1956-1978)
4 ❶&O: Silver Age Flash 55,000.00
5 Manhunters 2,400.00
6 ❶&O: Challengers of the Unknown 5,000.00
8 2nd A: Flash, ❶&O: Captain Cold 20,000.00
9 A: Lois Lane 9,000.00
14 4th A: Flash 6,000.00
15 ❶: Space Ranger 4,000.00
17 ❶&O: Adam Strange 9,500.00
20 ❶&O: Rip Hunter 1,000.00
22 ❶&O: S.A. Green Lantern 50,000.00
27 ❶: Sea Devils 1,000.00
34 ❶&O: S.A. Atom, ❶: Jean Loring 3,000.00
37 ❶: Metal Men 1,300.00
56 ❶: Psycho Pirate II 100.00
60 ❶: Silver Age Spectre 250.00
62 ❶: Inferior Five 90.00
66 ❶: B'wana Beast 60.00
73 ❶&O: Creeper 80.00
74 ❶: Anthro 25.00
75 SDi ❶: Hawk & Dove 125.00
76 ❶: Bat Lash 75.00
77 ❶: Angel and the Ape 100.00

SIEGE
MARVEL (2010-PRESENT)
1B BMB OCo 1:25 GDo var. cvr 15.00
1C BMB OCo 1:75 OCo sketch var. cvr 45.00
1D BMB OCo 1:200 JQu var. cvr 95.00
1E BMB OCo 1:300 JQu sketch var. cvr 125.00
2B BMB OCo 1:25 GDo var. cvr 15.00
2C BMB OCo 1:200 JQu var. cvr 95.00
2D BMB OCo 1:300 JQu sketch var. cvr 150.00
3E BMB OCo JCa Deadpool send-away var. 225.00
4B BMB OCo 1:25 GDo var. cvr 16.00
4C BMB OCo 1:100 sketch var. cvr 38.00
4D BMB OCo 1:175 JQu var. cvr 75.00
4E BMB OCo 1:250 JQu sketch var. cvr 125.00
THE CABAL 1B 1:50 ADa var. cvr 15.00
THE CABAL 1C 1:75 DFi var. cvr 22.00
THE CABAL 1D 1:200 ADa sketch var. cvr 50.00

SPIDER-WOMAN
MARVEL (1978-1983)
1 O: Spider-Woman 14.00
37 ❸: Siryn 5.00
50 "D:" Spider-Woman (Jessica Drew) 5.00

STAR WARS
MARVEL (1977-1986)
1A 85.00
1B $0.35 variant 3,000.00
2A 25.00
2B $0.35 variant 1,000.00
3A 20.00
3B $0.35 variant 600.00
4A 15.00
4B $0.35 variant 400.00
5-6 ..... 12.00
7 FMi cvr 4.00
68 O: Boba Fett 40.00
81 A: Boba Fett 6.00
106 ..... 25.00
107 ..... 80.00

STRANGE ADVENTURES
DC (1950-1973)
1 ..... 3,000.00
9 JBi MAn ❶: Captain Comet 3,500.00
117 JBi MAn ❶: Atomic Knight 800.00
180 Cln ❶: Animal Man 300.00
205 Cln ❶: Deadman 500.00
206 A: Deadman 185.00
207 NAd A: Deadman 160.00
208 NAd A: Deadman 100.00
209-210 NAd A: Deadman 75.00
211-216 NAd A: Deadman 60.00

STRANGE TALES
MARVEL (1951-1968)
101 B: Human Torch 2,100.00
104 JKi ❶: Paste-Pot Pete 650.00
110 ❶: Dr. Strange, ❶: Ancient One, ❶: Nightmare 2,500.00
114 A: "Captain America" 500.00
135 ❶&O: S.H.I.E.L.D. 450.00

SUPERBOY
DC (1949-1979)
see More Fun Comics #101 for ❶: Superboy
1 ..... 13,000.00
8 ❶: Superbaby 1,500.00
10 ❶: Lana Lang 1,300.00
49 ❶: Metallo 800.00
68 ❶&O: Bizarro 600.00
86 ❶: Pete Ross, A: Legion 500.00
89 ❶: Mon-El 1,000.00
98 ❶&O: Ultra Boy 400.00

SUPERMAN
DC (1939-1986, 2006-PRESENT)
1 O: Superman 275,000.00
2 ..... 16,100.00
7 ❶: Perry White 4,500.00
10 ❶: Bald Luthor 4,000.00
30 ❶&O: Mr. Mxyzptlk 2,900.00
61 D: Green Kryptonite; Supes returns to Krypton 1,200.00
76 Superman & Batman learn each other's ID 1,800.00
127 ❶&O: Titano 290.00
129 ❶: Lori Lemaris 290.00
158 ❶: Flamebird, Nightwing 100.00
161 D: the Kents 500.00
162 Superman Red & Blue 400.00
199 ❶: Superman/Flash race 1,100.00
414 2nd app. Superboy-Prime 6.00
423 AMo CSw "Whatever Happened To The Man of Tomorrow," pt. 1 ..... 4.00
Becomes Adventures of Superman #424-649
VOLUME TWO (1987-2006)
73 DJu DJu C: Doomsday 4.00
74 DJu DJu Doomsday 5.00
75A D: Superman; direct ed. black bag 15.00
75B Platinum ed. 75.00
75C Newsstand ed. 7.00
154 1st EMc Superman 10.00
160 "Emperor Jokes," ❶: Bizzaro (new) 10.00
161 "Emperor Joker" 7.00
204B RRP sketch var. 40.00
EMPEROR JOKER Start of storyarc 8.00

SUPERMAN'S PAL JIMMY OLSEN
DC (1954-1974)
134 JKi JKi ❶: Darkseid 125.00

TALES OF THE GREEN LATERN CORPS
DC (1981)
1 MBa JSn 10.00
2 MBa JSn ❶: Nekron 15.00
3 MBa JSn 6.00
ANNUALS
2 (1986) AMo, Blackest Night prequel 15.00
3 (1987) AMo JBy 7.00

TALES OF SUSPENSE
MARVEL (1959-1968)
39 SLe DHe ❶&O&B: Iron Man 30,000.00
40 SLe DHe ❶: Gold armor 5,000.00
50 SLe DHe ❶: Mandarin 700.00
52 ❶: Black Widow 1,500.00
57 ❶&O: Hawkeye 1,200.00
58 A: Captain America 1,500.00
59 B: Captain America co-feature 1,500.00
65 ❶: Red Skull in the Silver Age 300.00
79 ❶: Cosmic Cube, AIM 85.00

TALES OF THE TEEN TITANS
DC (1984-1988)
previously New Teen Titans
44 MWo GPe O: Deathstroke, ❶: Jericho, ❶: Dick Grayson as Nightwing 6.00
ANNUAL 3 MWo GPe "Judas Contract" 6.00

TALES TO ASTONISH
MARVEL (1959-1968)
27 ❶: Hank Pym 10,000.00
35 ❶: Ant-Man 5,000.00
44 ❶: Wasp 1,200.00
49 ❶: Giant-Man 450.00
60 B: Incredible Hulk, split book format 250.00
70 B: Namor, the Sub-Mariner 160.00

THOR
MARVEL
(1966-1996, 2009-PRESENT)
Previously: Journey Into Mystery
126 A: Hercules 450.00
129 ❶: Ares 150.00
132 ❶: Ego 65.00
134 ❶: High Evolutionary 60.00
135 O: High Evolutionary 80.00
137 ❶: Ulik 100.00
146 B&D: Inhumans, pt. 1 ..... 60.00
147 O pt. 2: Inhumans 60.00
158 O: Don Blake 100.00
162 O: Galactus 60.00
165 ❶: Him/Warlock 100.00
180-181 NAd vs. Loki 42.00
225 ❶: Firelord 10.00
337 WSi ❶: Beta Ray Bill 10.00
338 WSi WSi O: Beta Ray Bill 6.00
339 WSi WSi ❶: Storm Breaker 6.00
600A Returns to original numbering, adding Vol. II & III issues to where Vol. I left off 5.00
600B JMS OCo MDj MDj cvr. 5.00
600C 1:20 GDo var. cvr. 12.00
600D 1:50 PZl var. cvr. 22.00
601B 1:25 MDj Thor w/Pod var. cvr. 10.00
604B 1:15 OCo gatefold var. cvr. 8.00
607B KGa BTa 1:15 Deadpool var. cvr. 12.00
VOLUME THREE (2007-2009)
1A MTo cvr. 8.00
1B OCo cvr. 10.00
1C Zombie variant cvr. 5.00
1D Incentive non-zombie variant cvr. 10.00
1F SDCC sketch variant cvr. 18.00
1G 3rd printing, sketch variant 5.00
2A-2B 5.00
3-6 JMS OCo 4.00
9-12 JMS OCo 3.00
Returns to Vol. 1 after #12

TOMB OF DRACULA
MARVEL (1972-1979)
1 GCo 400.00
10 ❶: Blade 420.00
25 ❶&O: Hannibal King 22.00

TRANSFORMERS
MARVEL (1984-1991)
1 ❶: Transformers 30.00
2 ..... 10.00
3 A: Black Costume Spider-Man 12.00
4 ..... 8.00
5 ..... 7.00
39-52 ..... 5.00
53 JLe cvr 6.00
67 JLe cvr 12.00
69 ..... 8.00
70 ..... 10.00
72-73 ..... 15.00
74-77 ..... 12.00
78-79 ..... 20.00
80 ..... 75.00

ULTIMATE SPIDER-MAN
MARVEL (2000-2009)
Note: All retailer editions of USM#1 are reprints and are $3-5 each.
1/2 A Wizard excl. 8.00
1/2 B WW ed. w/flag 20.00
1A dbl-sz. red cvr 100.00
1B variant white background cvr. 290.00
1C DF excl. 175.00
1D Kay-Bee ed. 5.00
1F Target ed., reps. #14-#15 ..... 190.00
2A car cvr. 32.00
2B web-swinging cvr. 35.00
3 ..... 20.00
4 O: Uncle Ben 20.00
5 low print run 50.00
6A 20.00
6B Niagara Falls var. 22.00
7 ..... 10.00
8A 8.00
8B Payless Shoes var. cvr. same as #1 DF ed. 12.00
9 ..... 15.00
10-11 ..... 12.00
12 ..... 10.00
13 IR to Mary Jane 9.00
14 ❶: Ultimate Doc Ock 8.00
15 ..... 8.00
16-17 ..... 7.00
18-19 ..... 5.00
20 ..... 7.00
33 ❶: Ultimate Venom 5.00
34 Ultimate Venom 5.00
54B Arachnoman variant 7.50
60 ❶: Ultimate Carnage 4.50
62 O: Gwen Stacy 5.00
79B WWChicago sketch cvr. 7.00
100B 1:10 MBa var. 9.00
104B 1:50 MBa var. 15.00
104C 1:100 White var. 45.00
111C WWChi JQu var. 18.00
111D WWChi Sim sketch var. 15.00
142B White var. 30.00
133B 1:25 white var. cvr. 40.00

ULTIMATE X
MARVEL (2010-PRESENT)
1C JLb AAd 1:15 foil var. cvr. 10.00
1D JLb AAd 1:25 foil var. cvr. 16.00
1E JLb AAd 1:50 team silver claw var. cvr. 32.00

UNCANNY X-MEN
MARVEL (1981-PRESENT)
Previously: X-Men (Vol. I) 1-141
Note: While "Uncanny" had been part of the logo since #113, #142 was the first to officially recognize this title in the indicia.
142 CCI JBy Days/Future Past pt. 2 ..... 55.00
143 Last JBy 38.00
158 ❶: Rogue (in X-Men) 15.00
161 O: Magneto 10.00
162 CCI DCo Wolverine solo story 14.00
168 CCI PSm ❶: Adult Maddie Pryor 6.00
171 CCI WSi J: Rogue 18.00
180 CCI JRj ❶: Cypher 5.00
199 CCI JRj ❶: Rachel Summers as Phoenix II 8.00
200 CCI JRj dbl-sz. O: Professor X, Magneto becomes Headmaster 7.00
201 CCI RLe ❶: Nathan Summers 17.00
205 Wolverine solo story by BWs 14.00
210 CCI JRj "Mutant Massacre" 17.00
211 CCI JRj ❶: Marauders 22.00
212 Wolvie vs. Sabretooth 22.00
218 CCI MSt, 1st Silvestri on X-Men 5.00
221 CCI MSt ❶: Mr. Sinister 7.00
244 CCI MSt ❶: Jubilee 20.00
248A CCI JLe 1st JLe on X-Men 20.00
258 JLe: Wolverine solo 9.00
266 CCI MCo ❶: Gambit 50.00
267 CCI JLe/WPo 2: Gambit 20.00
281A JBy WPo ❶: Trevor Fitzroy, "D:" White Queen; White Logo 6.00
282A JBy WPo C: Bishop 6.00
282 JBy WPo ❶: Bishop 10.00
350A Reg. ed.: "The Trial of Gambit" 8.00
350B Dbl-sz. prismatic cvr. 8.00
354B Jean Grey cvr. (1:4 var.) 12.00
497C MDj var. 30.00
500C MTo var. 30.00
500D TDo var. 12.00
500E MTu sketch var. 200.00
500F TDo sketch var. 150.00
507B MGo 1:50 var. cvr. 30.00
507C MGo Planet Comicon var. 10.00
508B 1:10 Wolverine Art App. var. cvr. 10.00
510B MFr GLa 1:15 JMS var. cvr. 10.00
512B MFr 1:10 80's var. cvr. 10.00
513A MFr TDo A: Dark Avengers, "Utopia" 5.00
513B MFr TDo 1:20 Bianchi var. cvr. 12.50
514A MFr TDo A: Dark Avengers, "Utopia" 5.00
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521B MFr GLa 1:15 Deadpool var. cvr. 12.00
522B MFr WPo 1:25 Kitty Pryde var. cvr. 16.00
523B MFr TDo 1:15 Iron Man var. cvr. 9.00
523C MFr TDo 1:25 DFi var. cvr. 14.00
524B MFr TDo 1:15 Heroic Age var. cvr. 7.00
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1B RKi TMe Special edition var. cvr. 15.00
2A RKi TMe 150.00
2B RKi TMe Second printing 50.00
3 RKi TMe 70.00
4 RKi TMe 45.00
5 RKi TMe 45.00
6 RKi TMe 30.00
7A RKi TMe 25.00
7B RKi TMe Second printing 12.00
8A RKi TMe 17.50
8B RKi TMe Second printing 8.00
9 RKi TMe 12.00
10 RKi CAd 9.00
50B RKi CAd 1:25 ELa var. cvr. 45.00
61 ❶: Chew 27.00
HC Red foil Retailer Appreciation ed. 42.00
OMNIBUSES
1A RKi TMe CAd Collects #1-24 ..... 250.00
1B RKi TMe CAd Limited S&N; only 150 ..... 300.00
2A RKi CAd Collects #25-48 ..... 100.00
2B RKi CAd Limited S&N, only 3,000 ..... 175.00

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1 RTh Spider-Man joins Fantastic Four 35.00
2 RTh HTr Hulk w/ Banner's brain 15.00
3 JSh GKa Avengers Had Never Been 15.00
4 RTh FRo Invaders Stayed Together 8.00
5 DGl GTu Cap and Bucky Survived WWII 6.00
27 FMi "Phoenix Never Died" 15.00
31 "Wolverine Killed Hulk" 15.00
VOLUME TWO (1989-1998)
50 "Hulk had killed Wolverine" foil cvr. 8.00
51 "Punisher became Captain America" 8.00
105 ❶: Spider-Girl 25.00

WOLVERINE
Marvel (1982)
See Incredible Hulk #181 for ❶: Wolverine
1 CCI FMi Logan in Japan 30.00
2 CCI FMi ❶: Yukio 20.00
3 CCI FMi Mariko 18.00
4 CCI FMi O: Shingen 15.00
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1/2 A Wizard mail-away 6.00
1/2 B Blue Foil var. 7.00
1 CCI JBu ❶: Wolverine as Patch 25.00
6 TMc on back cvr. 9.00
10 CCI JBu 1st Wolverine v. Sabretooth 17.00
11 new costume 8.00
202.5 Fleer promo; MBu; MWr 125.00
131B BKe; Uncorrected slur 14.00
145A 25th Anniv., dbl-sz.; A: Hulk, Sabretooth; silver metallic foil cvr. 7.00
145B 2nd printing gold foil 32.00
145D 1/1u DF chromium cvr. 38.00
145E Mahisco mail-away var. 110.00
146-147 "Apocalypse: The Twelve" 12.00
148 "Ages of Apocalypse" 5.00
150A dbl-sz. 6.00
150B 1:4 var. 7.00
150C DF cvr. 14.00
150D DF chrome ed. 16.00
154 RLi A: Deadpool 6.00
155 RLi A: Deadpool 6.00
VOLUME THREE (2003-2009)
208 1:65 Brown Costume var. 25.00
20C WWTexas sketch var. 10.00
50C MYCC sketch excl. 9.00
55C GLn EC homage var. 5.00
66A SMn "Old Man Logan" 10.00
66B MTu var. 30.00
66C 1:100 MTu sketch var. 60.00
67A-B MMi SMn "Old Man Logan" 6.00
67C MMi SMn sketch var. cvr. 20.00
68-72 MMi SMn "Old Man Logan" 5.00
GIANT SIZE 1B MMi SMn "Old Man Logan" 7.00
Becomes Dark Wolverine w/ #75

WOLVERINE: ORIGINS
MARVEL (2006-PRESENT)
1C WWPA MTu sketch var. 15.00
2C Canadian Flag var. cvr. 52.00
3C W50 Hidden Message var. 12.00
10C Third claw var. 50.00
21 A: Deadpool 7.00
22 A: Deadpool 7.00

WONDER WOMAN
DC (1942-1986)
1 O retold 32,000.00
5 ❶: Dr. Psycho 1,850.00
6 ❶: Cheetah 1,350.00
80 O: Invisible Plane 320.00

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Previously: World's Best Comics #1
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94 O: Superman/Batman team-up 800.00
113 ❶: Batmite/Mr. Mxyzptlk team-up 200.00
156 ❶: Bizarro Batman 200.00
197 E: Superman/Batman team-ups 40.00
198 DOn DDi 3rd Superman/Flash (II) race 125.00
215 BHa DDi R: Superman/Batman team-ups, ❶: Batman Jr. & Superman Jr. 25.00
244 DOn JGL B: Dollar Comics format 16.00
271 RTh RBu O: Superman/Batman team-up 8.00
282 MBa GKa E: Dollar Comics 8.00
323 JCv FDe Final Issue 7.00
VOLUME TWO (1990)
1-3 DGi SRu A: Lex Luthor, Joker 5.00

X-MEN
MARVEL (1963-1981)
1 SLe JKi ❶: X-Men, ❶: Magneto 25,000.00
2 SLe JKi ❶: Vanisher 2,100.00
3 SLe JKi ❶: Blob 1,050.00
4 SLe JKi ❶: Scarlet Witch, ❶: Toad, ❶: Quicksilver, ❶: Mastermind 1,300.00
5 SLe JKi ❶: Asteroid M 850.00
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7 SLe JKi ❶: Cerebro 770.00
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10 SLe JKi ❶: Ka-Zar, ❶: Zabu 510.00
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12 SLe JKi O: Professor X, ❶: Juggernaut 650.00
14 SLe JKi ❶: Sentinels 350.00
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16 SLe JKi "D:" Master Mold 200.00
19 SLe JKi ❶&O: Mimic 200.00
28 RTh WHo ❶: Banshee 255.00
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35 RTh WHo ❶: Changeling 350.00
49 ADr ❶: Lorna Dane, ❶: Mesmero 140.00
50 ADr ISe ❶: Lorna Dane as Polaris 160.00
54 ADr BSm ❶&O: Alex Summers, ❶: Living Pharaoh 250.00
55 RTh DHe O: Alex Summers 300.00
58 NAd ❶: Alex Summers as Havok 600.00
64 RTh DHe ❶: Sunfire 400.00
65 DOn NAd R: Professor X 275.00
66 RTh SBa last new story; A: Hulk 400.00
94A CCI DCo B: new X-Men 1,600.00
95 D: Thunderbird 250.00
96 CCI DCo ❶: Moira MacTaggert 150.00
97 CCI DCo ❶: Lilandra, ❶: Eric the Red (Shi'ar agent), A: Havok 175.00
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99A CCI DCo ❶: Black Tom Cassidy 150.00
100A CCI DCo Sentinels 200.00
101 CCI DCo ❶: Phoenix 225.00
102 CCI DCo O: Storm 110.00
103 CCI DCo ❶: Wolverine called Logan 130.00
104 CCI DCo ❶: Corsair 130.00
107A CCI DCo ❶: Starjammers 85.00
108 CCI JBy ❶: John Byrne issue 100.00
109 CCI JBy ❶: Weapon Alpha 100.00
110 CCI JBy I: Phoenix 75.00
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119 CCI JBy A: Moses Magnum 35.00
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121 CCI JBy ❶: Alpha Flight 75.00
122 CCI JBy O: Colossus, ❶: Hellfire Club 45.00
125 CCI JBy ❶: Mutant X/Proteus 50.00
129 CCI JBy ❶: Kitty Pryde, Q: Banshee, ❶: Sebastian Shaw & White Queen 70.00
130 CCI JBy ❶: Dazzler 65.00
134 CCI JBy ❶: Dark Phoenix 30.00
135-136 CCI JBy Dark Phoenix 28.00
137A CCI JBy D: Dark Phoenix 45.00
138 CCI JBy Q: Cyclops 32.00
139 CCI JBy ❶: Wolverine's new costume, ❶: Heather Hudson 40.00
140 CCI JBy A: Alpha Flight 45.00
141A CCI JBy "Days of Future Past" pt. 1, ❶: Rachel Summers, ❶: Pyro, ❶: Avalanche, ❶: Destiny 35.00
Becomes Uncanny X-Men w/ #142
GIANT SIZE
1A LWe DCo ❶: new X-Men, ❶: Colossus, ❶: Storm, ❶: Nightcrawler 1,200.00
VOLUME TWO (1991-2001, 2004-2008)
1/2 Wizard excl. 6.00
1E CCI JLe ❶: Acolytes, PF 7.00
1F Ent. Dst. chromium cvr. 18.00
4 JBy JLe ❶: Omega Red 5.00
6 SLo JLe 4.00
11B Pressman silver mail-off promo 16.00
25A FNi AKu 5.00
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80C DF excl. cvr. 8.00
100A CCI LYu, DCo cvr. 8.00
100B-100F 6.00
100H 1:20 LYu cvr. 12.00
100I DF Holochrome ed. 22.00
Becomes New X-Men #114-#156
205B 1:25 JCp var. 10.00
206B 1:25 SBi var. 5.00
207B 1:25 ICh var. 4.00
Becomes X-Men: Legacy w/ #208
VOLUME THREE (2010-PRESENT)
1B VGi PMe 1:25 MDj var. cvr. 12.00
1C VGi PMe 1:25 OCo var. cvr. 15.00
1D VGi PMe 1:50 JRj Wolverine var. cvr. 30.00
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1G VGi PMe Party var. cvr. 65.00
2B VGi PMe 1:25 AMe var. cvr. 14.00
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4C VGi PMe 1:25 PMe var. cvr. 10.00
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MARVEL (2008-PRESENT)
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223C MCa SEa Marvel Girl var. cvr. 4.00
225B MCa PBr 1:10 90's var. cvr. 7.00
227B MCa DWe 70th anniversary frame var. 5.00
233B MCa CMa 1:15 Deadpool var. cvr. 16.00
235B MCa GLa 1:15 Iron Man var. cvr. 8.00
236B MCa GLa 1:15 Heroic Age var. cvr. 10.00
236C MCa GLa 1:25 DFi var. cvr. 16.00
237B MCa GLa 1:25 DFi var. cvr. 12.00
239B MCa CMa 1:15 Women of Marvel var. 9.00
240B MCa CMa 1:15 SHS var. cvr. 7.00
241B MCa CMa 1:15 MMa vampire var. cvr. 9.00

WIZARD

#236
IN THIS ISSUE...

INSIDE FRINGE

AFTER THE EARTH-SHAKING MID-SEASON FINALE, WHAT HAPPENS NEXT?

PLUS:

- WE RANK POP CULTURE'S BEST CLIFFHANGERS OF ALL TIME
- JIM LEE TALKS 'DCU ONLINE,' 'ALL STAR BATMAN' & HIS NEXT PROJECT
- ZACK SNYDER'S 'SUCKER PUNCH' UNLEASHES HOSTILE HOTTIES!

AGENT OF SHIELD

Captain America's trademark prop is ready for its close-up

When Marvel's "Captain America: First Avenger" comes to the big screen on July 22, fans know that the Sentinel of Liberty will be bringing his famous indestructible shield with him. Here, Prop Master Barry Gibbs and his crew reveal the secret origin of the most important artifact in Marvel movie history—Captain America's mighty shield!

BY ETHAN SACKS

NUMBERS GAME

As Marvel zombies know, Cap's round shield is a one of a kind creation. Gibbs says behind the scenes, however, there were a whopping 28 created for the movie, plus an additional 22 versions of the kite-shaped USO shield. The original plan, however, called for 229 shields—until cost and time got in the way. Why so many? "There are certain scenes where Steve Rogers has to chop people in the neck, back, face and hips, so we had to create various options," says Gibbs. "And we also had to create stunt versions which could be strapped on his back, and they all had to be stunt safe or performer safe."

UN-HEAVY METAL

For the circular shields that get the most on-screen time, the aluminum and fiberglass-backed props could be no more than five pounds so they wouldn't pull down on actor Chris Evans' costume. That left them at just 6/8ths of an inch thick. The USO shield, however, was made out of a much heavier brass.

IMAGE IS EVERYTHING

On screen, just like in the comic books, Captain America can hurl his shield as a projectile. In real life, the laws of physics tend to get in the way. So Gibbs designed a lightweight version for Evans to throw—and once it left his hand, it was up to the effects department. "We'd never quite know where it would go," says Gibbs.

One of the biggest expenses was the rare European paints Gibbs' crew needed to make the rubber stunt shields look like "machined" steel. The paints alone coast $300 per shield!

IMAGE IS EVERYTHING

A team of three craftsmen solely dedicated to the shield work labored from March to November 2010 to create the shields. Among their painstaking detail work, having to scruff up the paint on the appropriate shields for each bullet that hits it in the script. "We didn't realize how good it looked when we put it on Chris Evans (left) for the first time on July for a photo shoot in the studios" says Gibbs. "It brought the character to life."

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